

حمل الآن

مجاناً وحصرياً

المراجعة رقم (1)

الترم الثاني



Lesson 1

- » Technology helps us do many things such as shopping, communication, and learning.
- » Creative people use **digital technology** tools to find real solutions and design useful applications and websites.
- » **Benefits of Digital tools:**
 - 1 They provide easy access to services such as an app to pay a bill.
 - 2 You can book tickets (of trains, airplanes, museums, and historical places) online.
 - 3 A wealth of information is available through sources like **EKB**.
 - 4 They help people communicate better, build good relationships, and solve problems.
- » Using technology in a **positive way** helps us become **successful** digital citizens.

Lesson 2

» Digital Citizen:

He is a person who uses technology and the Internet for example to study and play.

» Digital Citizenship:

It is the ability to use digital technology ethically, responsibly, and safely.

» Digital Footprint:

It is a record of what you do online, including the websites you visit, the photos you post, and the comments you write.

» Rights:

- 1 Right to protection
- 2 Right to express positively
- 3 Right to access the Internet safely

» Responsibilities:

- 1 Respecting Intellectual Property rights
- 2 Showing positive behavior online
- 3 Using Internet wisely



Piracy: It is copying or stealing a content (such as a story or a song) to be **shared** or **sold** to others.

Rules to Use the Internet Safely

- 1 Use strong passwords.
- 2 Monitor online screen time.
- 3 Credit sources from which you took the information.
- 4 Use updated software.

Lesson 3

Comparison	Synchronous Communication	Asynchronous Communication
Definition	- It is real-time communication. - Communication happens at the same time. - It involves instant responses.	- It does not necessarily occur at the same time. - It does not require an instant response.
Examples	- Video chats - Live TV shows - Instant chat rooms - Phone calls	E-mail

Uses of Synchronous / Asynchronous Communication

Synchronous Communication	Asynchronous Communication
• When you need an instant response. • When sharing information and files quickly. • When discussing school topic quickly	• When sending formal messages. • When sending important and large files • When you do not need an instant response

» Main Communication Tools:

- ① **Video Chats:** They allow direct (live) communication.

Tools needed: 1– A device with a camera and a microphone
2– A video chat app

- ② **Instant Messaging (IM):** You can send text, pictures, and videos that arrive instantly.

Tools needed: An instant messaging application

- ③ **Chat Rooms:** They allow you to communicate in a group and usually focus on one subject.

Tools needed: Mobile apps or web browsers

- ④ **Email:** This is used for formal or long messages.

Tools needed: An email app or web browser

- » **Mobile Application:** It is a program on your device that gives you direct access to different programs such as email, IM, social media, and video chats.

Lesson 4

① Video Chat

- It is like a virtual classroom.
- **To join a video chat:** click on the link and wait to be “let in”.
- Mute the microphone when someone else is talking to prevent noise.
- Be properly dressed and behave as if in a public place.
- Make sure no personal information or your home address is in your background.

2 Chat Rooms

- They usually focus on one particular subject.
- Anyone who has access to the chat room can read your messages.
- You should always be polite, helpful, and positive.

3 Instant Messaging (IM)

- It is an informal communication tool.
- You can use emojis and pictures in your messages.

4 Email

- It is used for formal situations.
- In the "To" field: Write the email address of the recipient.
- In the "Subject" line: Provide clear information on the topic/title of the email.
- Use correct grammar, be polite, and include greetings and endings.
- Ensure attachments are safe and accurate.

Lesson 5

1 Online Learning Environments

- They include applications such as Edmodo.
- They allow teachers and students to communicate, no matter where they are.
- Teachers can upload lessons, homework, and quizzes, and students can post their assignments.

2 Digital Learning Sources

- Egyptian Knowledge Bank (EKB):
It is a huge digital library in Egypt.
It provides articles and videos in all fields.
- Interactive Mapmaker:
It is a free tool for online mapping, data collection, and research using maps; it works on tablets and laptops.
- Vlaby : It is a platform designed for conducting scientific experiments in a safe, interactive virtual environment.

Lesson 6

» It is important to **plan** before starting to ensure your information is correct and reliable.

- 1 **Choose your topic:** set the goal, what you want to learn, and write notes while searching.
- 2 **Choose the types of sources:** such as text, audio, videos, and images.
- 3 **Evaluating the sources:** you should use reliable sources

» **Reliable Sources:**

- 1 They are written and verified by experts.
- 2 They are well-written, without spelling or grammar mistakes.

» **Unreliable Sources:**

- 1 They are full of opinions, errors, and lies.
- 2 They include Facebook, blogs, and Wiki pages.

Writing the Report

» Use an outline to present your information in a logical and organized way.

» The **outline** includes:

- 1 **Introduction:** It introduces the topic.
- 2 **Supporting Paragraphs:** They present the information you found.
- 3 **Conclusion:** It provides final thoughts about the information you provided.

February and March Model Exams

Model Exam

1

1 Put (✓) or (X):

- 1 You can use the ICT tools to find solutions to the daily problems ()
- 2 You cannot book planes tickets through the internet ()
- 3 The ICT tools help in booking tickets to visit the museum ()
- 4 Information is being more difficult to find cause of internet ()
- 5 ICT tools help in doing our daily tasks ()
- 6 Technology is always harmful for people and isn't useful ()
- 7 Technology makes paying bills more difficult. ()
- 8 Good communication helps people build good relationships. ()

2 Choose the correct answer:

- 1 Which of the following is considered digital tool?
a. printed book b. pencil
c. app in smart phone d. printed magazine
- 2 One of the following shows how technology facilitated travelling:
a. go to library
b. booking plans tickets through the internet
c. playing in garden
d. drawing in paper
- 3 How can a digital application help people?
a. to sing to them
b. to obtain help from the right organization
c. to buy clothes for them
d. To take them to school

- 4 One benefit of websites is
 - a. make information available for everyone
 - b. stop people from talking to each other
 - c. make the weather hot
 - d. make shopping harder
- 5 Which financial problem can be solved using digital applications?
 - a. difficulty cooking
 - b. difficulty paying bills
 - c. difficulty riding a bike
 - d. difficulty sleeping
- 6 What is meant by using the internet in safety way?
 - a. use weak password
 - b. visit any random site
 - c. used updated programs and strong password
 - d. wasting time
- 7 is the ability to use digital technology in an ethical, responsible and secure manner.
 - a. Digital library
 - b. Digital tools
 - c. Digital citizenship
 - d. Digital watch

Model Exam

2

1 Put (✓) or (X):

- 1 The footprint is all you do via the internet, and it must be positive. ()
- 2 If you upload your own designed video on the internet, one of your rights is to be protected from piracy. ()
- 3 Piracy means that you copy someone else's content to share or sell. ()
- 4 From your responsibilities that be sure about the content you see in the internet doesn't cause you stress. ()

- 5 What you do through the internet and leave a trace are digital footprint. ()
- 6 Respecting intellectual property rights is one of the most important responsibilities through the internet. ()
- 7 Digital citizenship is only knowing how to use a computer. ()
- 8 It is not important if you use a weak password as long as you do not share it. ()

2 Choose the correct answer:

- 1 When interacting with others online, you should:
- a. share your opinions in a rude way
 - b. ignore them
 - c. show positive behavior and be respectful
 - d. ask for their personal information
- 2 What should you do when you find information for your research?
- a. ignore the source
 - b. use it without asking
 - c. check, evaluate, and cite the sources you find
 - d. share it immediately
- 3 Which tool is required to conduct video chat?
- a. microphone only
 - b. a device with camera and microphone
 - c. fax device
 - d. paper and pen
- 4 The instant message is considered an example of:
- a. asynchronous communication
 - b. synchronous communication
 - c. official email
 - d. slow messaging

- # Model Exam

3

1 Put (✓) or (X):

- 10 ICT Prim. 4 – Second Term



2 Choose the correct answer:

- 1 What is the steps taken if you want to join a video chat?
 - a. directly entrance
 - b. leave the room
 - c. Click on the link and wait until you are allowed to enter
 - d. Close the camera directly
- 2 Where do you put the email address of the recipient who receives the email?
 - a. in subject line
 - b. in CC part
 - c. in the To part
 - d. at the end of the message
- 3 Instant messaging is considered a/an communication tool:
 - a. formal
 - b. Informal
 - c. Complicated
 - d. Slow
- 4 Which part should provide clear information about the content of the email?
 - a. The "To" box
 - b. The Subject line
 - c. The greeting
 - d. The message body
- 5 Which of the following is an example of online learning?
 - a. paint
 - b. Email
 - c. Edmodo
 - d. WhatsApp
- 6 What is the purpose of using Mapmaker Interactive?
 - a. Watching entertainment films
 - b. Making video calls
 - c. Online mapping and searching using data
 - d. Download math assignment
- 7 When looking for information online, you should always rely on sources.
 - a. fake
 - b. reliable
 - c. unknown
 - d. personal

Model Exam

4

1 Put (✓) or (X):

- 1 The Email must contain polite greetings and closing phrases. ()
- 2 It is important to mute the microphone when you don't speak during the video conversations. ()
- 3 The Email is appropriate to message your teacher or the school manager. ()
- 4 You can leave the camera open in video chat even if you wear unsuitable cloth. ()
- 5 You can use emojis and images in instant messages (IM). ()
- 6 In chat rooms, your messages are private so only receipts can see it. ()
- 7 EKB includes English sources only. ()
- 8 Vlaby is platform that help students to conduct an interactive experiment. ()

2 Choose the correct answer:

- 1 Online learning environments allow communication between teachers and students:
 - a. Only when they are in the same place
 - b. Regardless of where they are
 - c. Via landline phone
 - d. At specific times in the morning only
- 2 All of the following are reliable online learning sources EXCEPT
 - a. EKB
 - b. Vlaby
 - c. Edmodo
 - d. social media

- 3 What is the organized set of notes that helps you arrange your ideas for a report?
- a. Detailed report
 - b. Reliable source
 - c. Outline
 - d. Final conclusion
- 4 Information found on social media sites is considered:
- a. Reliable
 - b. Accurate
 - c. Unreliable
 - d. Professional
- 5 Which part of an outline presents the ideas and information you found in the research?
- a. Introduction
 - b. Supporting paragraphs
 - c. Conclusion
 - d. Subject line
- 6 A digital search can include many types of sources, such as
- a. text
 - b. videos
 - c. images
 - d. all of them
- 7 The conclusion provides and explains what you learned from your research.
- a. introduction
 - b. supporting paragraphs
 - c. final thoughts
 - d. outline

Model Exam

5

1 Put (✓) or (X):

- 1 Reliable resources through the internet are not considered important in search and collect data. ()
- 2 Email is an example of asynchronous communication. ()
- 3 Students can use Edmodo platform to connect with their teachers and send school tasks. ()
- 4 You should start your digital research by planning the topic and focusing. ()
- 5 Reliable sources are those that provide information written professionally and free of spelling errors. ()
- 6 Planning helps you collect reliable and accurate information. ()
- 7 The conclusion in a report presents the report topic in detail. ()
- 8 Unreliable sources are often full of opinions, errors, and even lies. ()

2 Choose the correct answer:

- 1 Reliable sources should be written in which way?
 - a. Professional, careful
 - b. without grammar errors
 - c. Informal
 - d. both a and b
- 2 The part of your report introduces the topic you are researching.
 - a. introduction
 - b. conclusion
 - c. attachment
 - d. footnote
- 3 The provides final thoughts and explains what you learned from your research.
 - a. introduction
 - b. supporting paragraphs
 - c. conclusion
 - d. outline

- 4 What should you do when you find information before using it?
- a. Start writing immediately
 - b. Evaluate it and make sure it is reliable
 - c. Post it on social media
 - d. Mention your personal opinion only
- 5 Planning before conducting a digital search helps you make sure your information is
- a. fake
 - b. correct and reliable
 - c. long
 - d. difficult
- 6 sources are written and verified by experts and have no spelling mistakes.
- a. Reliable
 - b. Unreliable
 - c. Personal
 - d. Hacked
- 7 To conduct science experiments in a safe and fun virtual environment, you can use
- a. Vlaby
 - b. EKB
 - c. WhatsApp
 - d. Mapmaker

Answers

MODEL (1)

1 1 ✓ 2 X 3 ✓ 4 X
5 ✓ 6 X 7 X 8 ✓

2 1 c 2 b 3 b 4 a
5 b 6 c 7 c

MODEL (2)

1 1 ✓ 2 ✓ 3 ✓ 4 ✓
5 ✓ 6 ✓ 7 X 8 X

2 1 c 2 c 3 b 4 b
5 a 6 b 7 c

MODEL (3)

1 1 ✓ 2 X 3 ✓ 4 ✓
5 X 6 X 7 X 8 ✓

2 1 c 2 c 3 b 4 b
5 c 6 c 7 b

MODEL (4)

1 1 ✓ 2 ✓ 3 ✓ 4 X
5 ✓ 6 X 7 X 8 ✓

2 1 b 2 d 3 c 4 c
5 b 6 d 7 c

MODEL (5)

1 1 X 2 ✓ 3 ✓ 4 ✓
5 ✓ 6 ✓ 7 X 8 ✓

2 1 d 2 a 3 c 4 b
5 b 6 a 7 a

Lesson 1

» Steps to Solve a Problem:

1 Construct a Hypothesis:

Hypothesis: It is an educated guess about how the problem happened.

2 Test the hypothesis:

Do not try any test that may damage your device.

3 Learning from Mistakes:

If the test does not work, learn from mistakes to make a better hypothesis next time.

» Breaking Down Problems:

If the problem is complicated, break down the problem into small sections.

Then, solve each part step by step.

Note: If you are working in a group, give each person one small part to solve.

Lesson 2

» Microsoft 365's bundle includes:

1 **PowerPoint:** It is used to create attractive slides (presentations).

2 **Word:** It is used for writing text and simple posters.

3 **Publisher:** It is a professional program used to design posters and flyers.

Note: Your device must be **updated** to download and run the programs.

»» Digital Concepts to Consider:

- ❶ **Margin:** It is the empty space around the edge of a poster or billboard.
 - Don't crowd the edges.
 - Keep a fixed margin of 2.5 cm.
- ❷ **Font Type and Size:** Choose a font size that is easy to read.
 - Simple fonts are better than complicated fonts.
- ❸ **Colors:** It's preferable not to add more than **three** colors.
 - Choose color combinations that match.
 - Take into consideration the color of the background when choosing the font color.
- ❹ **Images:** Use images that match your content.
 - Use clear, high-quality, and appropriate images.

Lesson 3

»» **Algorithm:** It is a set of clear instructions and a series of organized steps to solve a particular problem or do a specific task (**such as:** Add Two Numbers).

»» Main Properties of a Good Algorithm:

- **Definiteness:** Every step should be clear and not confusing.
- **Input:** It should accept zero or more inputs.
- **Output:** It should produce at least one output (the solution).
- **Finiteness:** The algorithm should stop after a limited number of steps.
- **Effectiveness:** Every step should be able and simple to perform.

»» Algorithms and Search Engines:

- Every time you type keywords, the search engine uses algorithms to provide the most relevant results.
- If you use a search engine to find directions to a place, the engine will use the database of names and information from digital maps to give you the results.

Lesson 4

» **Coding:** It is the writing of multiple algorithms to make a complete program.

- Algorithms are the base of coding.
- Online animations, movies, and video games are created using **coding**.
- Computers and applications use **algorithms** to perform specific tasks.
- Algorithms are the base of coding.
- You can learn coding and create mazes through websites like **Code.org**.
- Coding teaches you how to think logically to solve problems.
- When you code, you give clear instructions to the computer.

Lesson 5

- There are many applications that use **block-based coding**.

Scratch	• It is a learning environment that uses a programming language to teach coding for kids and beginners. • It is a block-based interface.
Tynker	• It is a learning environment for kids to learn coding. • It is a block-based interface. • It supports coding languages like Python and JavaScript.
Blockly	• It is an open-source visual programming language. • It is a block-based interface. • It can be integrated with Python and JavaScript.

» **Exploring Scratch:**

- Scratch uses **blocks** instead of complex codes, where Blocks are Commands.

» **Script:** It is a group of connected blocks that gives instructions to a **Sprite**.

- » **Sprite:** It is the character or object on the screen (the Cat Sprite is the default).
- » **Stage Area:** It is the **display screen**; It's the place where your project appears.
- » **Blocks Area:** It is a **library** that contains all the colored commands.
- » **Scripts Area:** It is your **workspace**; you can drag blocks and assemble them to create commands.
- » **Next Costume:** It is a block used to change the sprite's look to make it appear like it is walking (animation).
- » **Events category (yellow)** → When green flag clicked
- » **From the motion category (blue):** → Move 100 steps
- » **Run:** Click the **green flag** to watch the cat move.

Lesson 6

- » **Graphic Art:** It is the creating and editing of digital pictures and drawings.
- » **Microsoft Paint:**
It is a popular program to create drawings or edit pictures.
You can open Paint from the Start menu >>>> Accessories.
Using the **Menu Bar** and **Toolbox** in Paint, you can use tools for:
 - 1 **Cropping:** Choose the part of the picture you want and remove the rest.
 - 2 **Adding Text:** Click on the bottom right corner of the photo.
Drag your mouse to the right to have enough white space to write.
 - 3 **Changing Colors and Size:** Fill colors using color options.
Change the size of the picture or its direction.
- » **Microsoft Word:** It offers graphic tools such as Shapes, Icons, 3D Models, and SmartArt.
- » **How to find tools:** Go to the Insert tab in the Menu Bar.

Model Exams- Part 2

Model Exam

1

1 Put (✓) or (X):

- 1  ICT problems appear to be simple when divided into small parts ()
- 2  After completing your research, you should use an outline to organize your notes in a logical manner ()
- 3  Margins are the empty space left around the edges of a poster. ()
- 4 An algorithm is a set of steps that explains how to do a task. ()
- 5 Coding is writing many algorithms to create a complete program. ()
- 6 Scratch uses text-based coding like Python. ()
- 7 Paint is used to create drawings and edit pictures. ()
- 8 The process of selecting certain parts of a picture and cutting the rest is called Cropping. ()

2 Choose the correct answer:

-  Scientific guess about a problem is called
 - final solution
 - experiment
 - hypothesis
 - problem part
- What does a search engine use to find the most important results for your search?
 - Recipes
 - Typing mistakes
 - Algorithms
 - Only images
- What is the process of writing many algorithms to create a complete program called?
 - Math
 - Coding
 - Cleaning
 - Planning

- 4 What is the main system that Scratch uses instead of writing difficult text codes?
 - a. Complex code system
 - b. Blocks system
 - c. Math formulas system
 - d. Dropdown menu system
- 5 What is the default sprite (the first character) that appears when opening Scratch?
 - a. Soccer Ball
 - b. Wizard
 - c. Cat Sprite
 - d. Horse
- 6 Where can you find graphic tools like shapes and icons in Word?
 - a. In the view tab
 - b. In the Start Menu
 - c. In the File tab
 - d. In the Insert tab
- 7 Which block-based coding application supports text-based languages like Python and JavaScript?
 - a. Tynker
 - b. Blockly
 - c. Scratch
 - d. Both a and b

Model Exam

2

1 Put (✓) or (X):

- 1  The teacher helps students organizing and facilitating large tasks and problems ()
- 2  Once you find information, you should ask yourself: Is it reliable or not? ()
- 3  Publisher is the best tool for designing professional posters. ()
- 4  Digital research can include sources other than text. ()
- 5 Following a recipe is a type of algorithm. ()
- 6 Movies and cartoons are not created using coding. ()



2 Choose the correct answer:

Model Exam**3****1 Put (✓) or (X):**

- 1  You must always try to solve technical problems by yourself without demand help ()
- 2  It is not necessary to credit the source in your report ()
- 3  It is preferable to use more than five colors in the design to make it attractive ()
- 4 There is no need to choose the right keywords when searching; the search engine will always find the results. ()
- 5 Algorithms are the base of coding and are instructions given to a computer. ()
- 6 You cannot change a sprite's look in Scratch. ()
- 7 To add text to a picture in Paint, you must create an enough space to write the text. ()
- 8 Popular programs for editing pictures and drawings exist only on mobile phones. ()
- 9 You can fill colors using the color options in Paint. ()

2 Choose the correct answer:

- 1  Reliable sources must be written in way
 - a. slang and contains errors
 - b. professional, careful, and free of error
 - c. not official
 - d. not clear
- 2 You shouldto tell the search engine what you want to find?
 - a. turn off the computer
 - b. enter the keywords
 - c. clean your room
 - d. prepare a meal

- 3 Which website can help you learn coding?
 - a. Facebook
 - b. Code.org
 - c. Google Maps
 - d. Microsoft Word
- 4 What is the term for a group of connected blocks that give commands to a sprite?
 - a. Sprite
 - b. Block
 - c. Script
 - d. Command
- 5 Which of these applications is an open-source visual programming language and can be integrated with other languages like Python?
 - a. Movie Maker
 - b. Blockly
 - c. Daisy the Dinosaur
 - d. Paint
- 6 You should drag..... to the right when adding text to a picture in Paint?
 - a. Close button
 - b. Mouse pointer
 - c. Menu Bar
 - d. The whole picture

Model Exam

4

1 Put (✓) or (X):

- 1  If you have group that helps you to solve problems, each person should solve a small part of the problem ()
- 2  You can ask your parents or teacher about the reliable sources for your research ()
- 3  Word processing software (Word) can be used to design posters. ()
- 4  The image on the poster should be unclear to encourage the viewer to focus on the text. ()

- 5 When you enter unclear keywords, the search engine's algorithm is very accurate in all cases. ()
- 6 Code.org is an example of websites that help you learn coding. ()
- 7 The block "Wait 1 second" is in the Motion category. ()
- 8 You can change the size or direction of a picture using Paint. ()
- 9 You can access graphic design tools in Word from the Insert tab. ()

2 Choose the correct answer:

- 1  What is the best tool for designing a digital poster or billboard
- | | |
|--------------|---------------|
| a. Paint | b. Excel |
| c. Publisher | d. mobile app |
- 2 A recipe to make a meal is an example of
- | | |
|----------------------|---------------------------|
| a. A complex problem | b. A type of algorithm |
| c. A random result | d. A disorganized process |
- 3 What does the term "Coding" mean?
- | | |
|----------------|----------------|
| a. Reading | b. Handwriting |
| c. Programming | d. Catering |
- 4 The first step to solve a problem is to
- | | |
|---------------------------|------------------------|
| a. construct a hypothesis | b. test the hypothesis |
| c. choose your topic | d. None of them |
- 5 Paint is included as a part of..... in the Start menu.
- | | |
|----------------------|-------------------|
| a. Internet browsers | b. Video games |
| c. Accessories | d. Search engines |
- 6 Word can help design graphic elements like.....
- | | |
|----------------------|------------------|
| a. Email | b. Map databases |
| c. Shapes and charts | d. Video calls |

Model Exam**5****1 Put (✓) or (X):**

- 1  A hypothesis is a scientific guess about how things happen, and it can be tested. ()
- 2  You do not need to take steps to solve technical issues, the solution comes automatically ()
- 3  Printing the report is the first step before digital research ()
- 4  We do not need to consider the background color when choosing the font color. ()
- 5 Search engines use a map database to give you directions to a place. ()
- 6 Coding does not help us think logically to solve problems. ()
- 7 The Blocks Area contains all the available commands. ()
- 8 When you open Paint, you will find the available tools in the Menu Bar and Toolbox. ()
- 9 Algorithms are the main tools in Paint. ()

2 Choose the correct answer:

- 1  Word processing software is a part of package.
a. Google Drive b. Microsoft 365
c. Adobe Suite d. Vlab
- 2 Computers and their applications use algorithms to.....
a. Decorate the room b. Perform specific tasks
c. Cook food d. Send spam messages

- 3 You can give the program to solve a maze.
- a. Your personal notes
 - b. Pictures from the internet
 - c. Instructions on how to solve it
 - d. Food recipes
- 4 In which category of blocks can you find the block "Move 10 Steps"?
- a. Events (yellow)
 - b. Motion (blue)
 - c. Looks (purple)
 - d. Sound (pink)
- 5 means that the algorithm should stop after a limited number of steps.
- a. Effectiveness
 - b. Finiteness
 - c. Definiteness
 - d. Input
- 6 Hamza wants to create a cartoon movie. He should learn
- a. Math
 - b. coding
 - c. Music
 - d. None of them

Answers

Model Exam 1

- 1 1 ✓ 2 ✓ 3 ✓ 4 ✓
5 ✓ 6 ✗ 7 ✓ 8 ✓

- 2 1 c 2 c 3 b 4 b
5 c 6 d 7 d

Model Exam 2

- 1 1 ✓ 2 ✓ 3 ✓ 4 ✓
5 ✓ 6 ✗ 7 ✓ 8 ✗

- 2 1 b 2 c 3 c 4 c
5 d 6 b 7 b

Model Exam 3

- 1 1 ✗ 2 ✗ 3 ✗ 4 ✗
5 ✓ 6 ✗ 7 ✓ 8 ✗
9 ✓

- 2 1 b 2 b 3 b 4 c
5 b 6 b

Model Exam 4

- 1 1 ✓ 2 ✓ 3 ✓ 4 ✗
5 ✗ 6 ✓ 7 ✗ 8 ✓
9 ✓

- 2 1 c 2 b 3 c 4 a
5 c 6 c

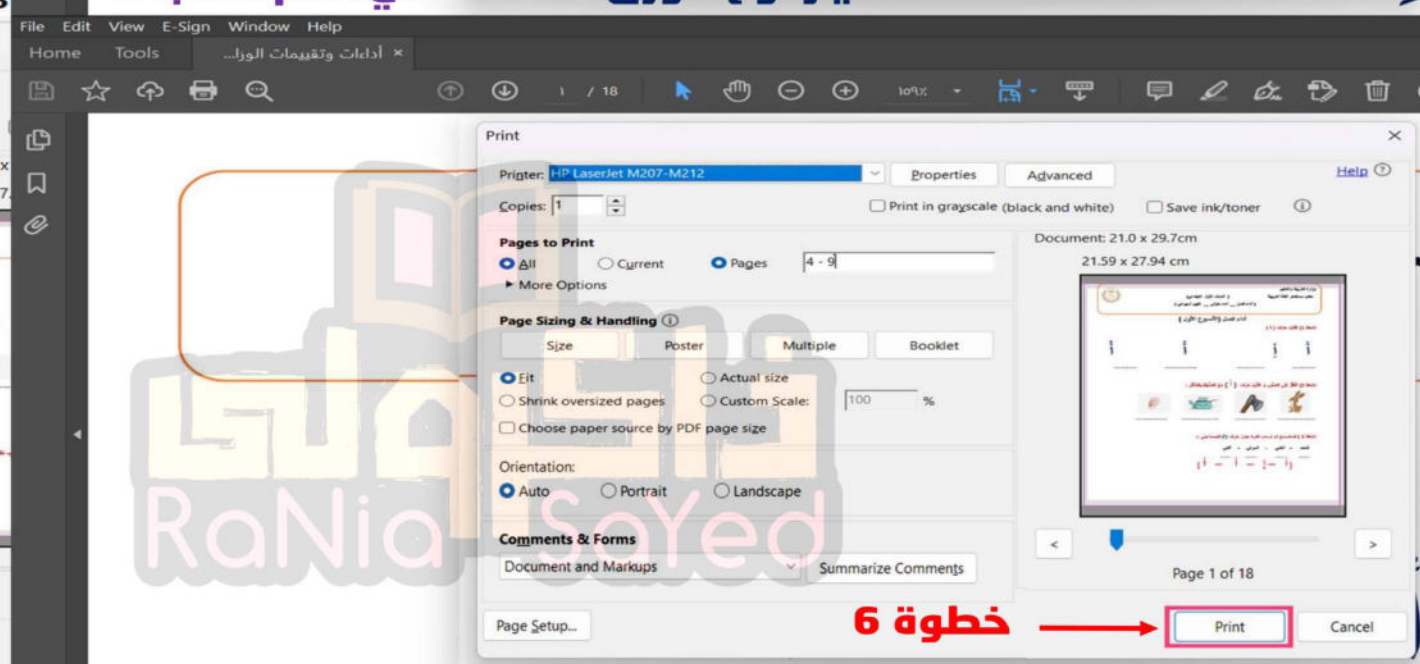
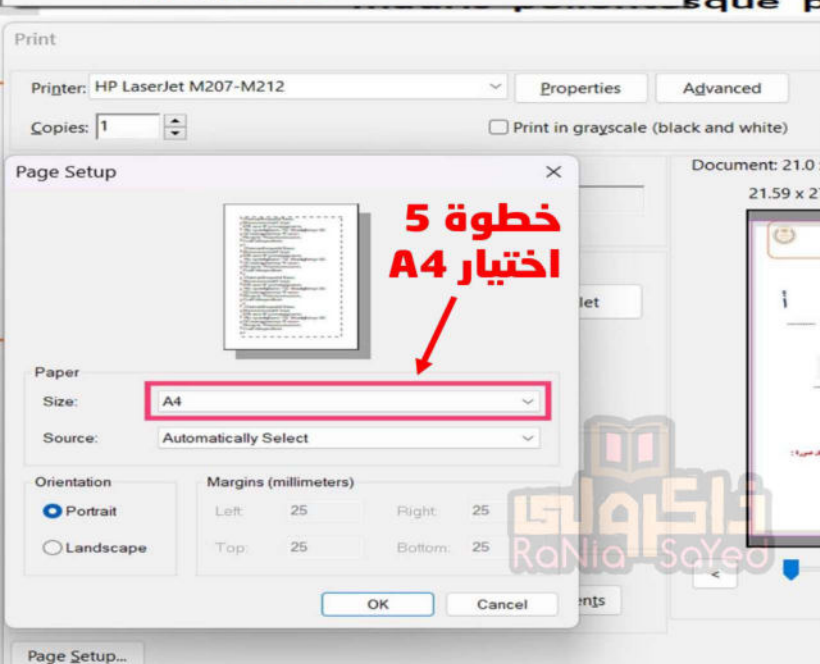
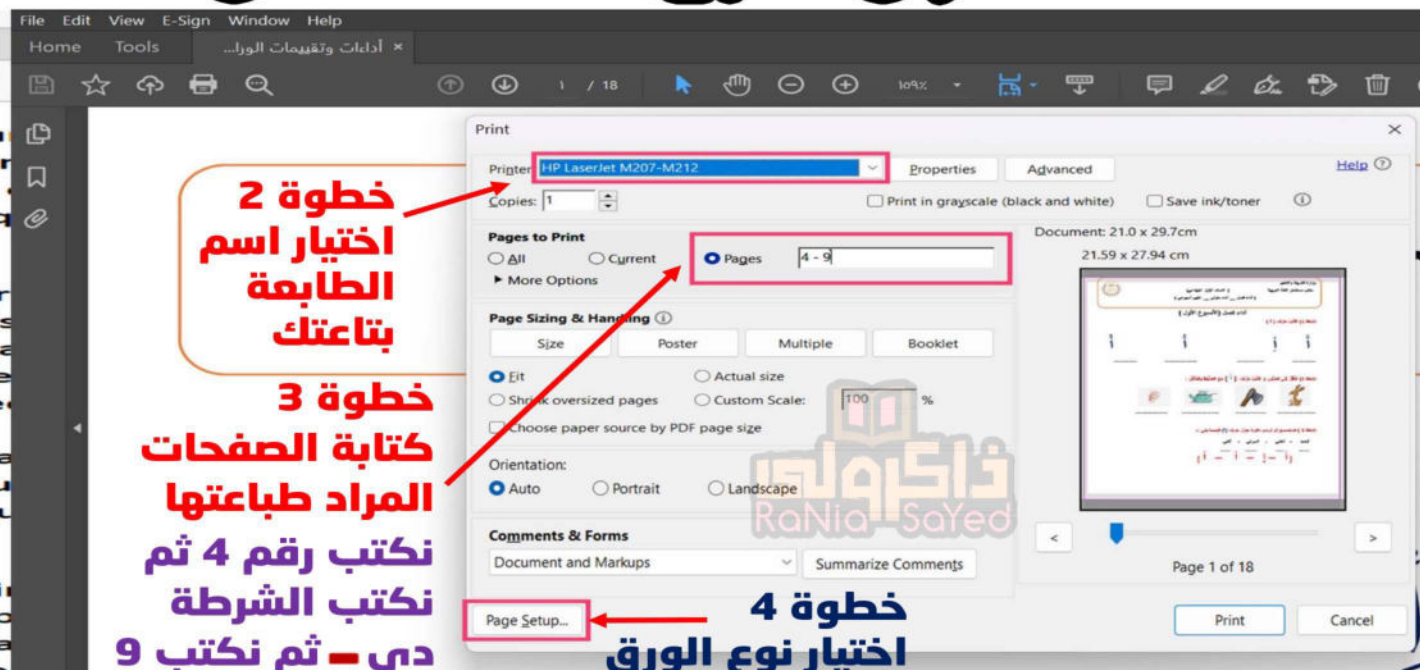
Model Exam 5

- 1 1 ✓ 2 ✗ 3 ✗ 4 ✗
5 ✓ 6 ✗ 7 ✓ 8 ✓
9 ✗

- 2 1 b 2 b 3 c 4 b
5 b 6 b

كيفية طباعة صفحات معينة من ملف معين

مثلا ازاي نطبع الصفحات من صفحة 4 الى صفحة 9



حمل الآن

مجاناً وحصرياً

المراجعة رقم (2)

الترم الثاني



Unit 3

Put (✓) or (X)

1. Digital tools can be used to find solutions for daily problems.
2. Technology makes paying bills more difficult.
3. Through applications, assistance can be obtained from specialized institutions.
4. Plane tickets cannot be booked online.
5. Digital tools have made the process of booking tickets to visit museums easier.
6. Technology always harms people and does not benefit them.
7. Good communication between people helps build good relationships.
8. Information has become more difficult to obtain because of the internet.
9. Communities can benefit from digital solutions.
10. Digital tools make it easier for us to accomplish daily tasks.
11. The digital footprint is everything you do online, and it is important that it be a positive footprint.
12. Digital citizenship is simply knowing how to use the computer.
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- A. Only when they are in the same place
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- C. Via landline phone
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- A. Watch images only
- B. Interact with scientific content
- C. Read texts only
- D. Instant message

53. The first step that must be taken before conducting any digital research is.....

- A. Starting the research directly
- B. Planning and defining the topic and focus
- C. Printing the report
- D. Writing the conclusion

54. The organized log of notes that helps you arrange the ideas of the report is called

- A. A detailed report
- B. A reliable source
- C. An outline (Plan)
- D. A final conclusion

55. Information found on social media sites is considered..... sources.

- A. Reliable
- B. Accurate
- C. Unreliable
- D. Professional

56. You must be careful to write in your notes when using a reliable source.

- A. Your personal opinion only
- B. Unimportant information
- C. Detailed and accurate notes and mentioning the source
- D. Lies and others' opinions

57. The part of the outline that presents the ideas and information found in the research is.....

- A. The introduction
- B. Supporting paragraphs
- C. The conclusion
- D. The subject line

58. Digital research can include non-textual sources, such as.....

- A. Paper books
- B. Video clips and audio recordings
- C. Regular mail letters
- D. Outlines only

59. Reliable sources must be written in a..... manner.

- A. Slang and containing errors
- B. Very short

C. Professional and careful, without grammatical errors

D. Informal

60. In the introduction when writing a report, the focus should be on.....

A. Final research results

B. Briefly presenting the report's topic

C. Unreliable sources

D. Final conclusion

61. You must..... when you find information, before you use it.

A. Start writing immediately

B. Evaluate and ensure it is reliable

C. Publish it on social media

D. Mention your personal opinion only

62. should be consulted about valid sources for research.

A. A friend who doesn't know the topic

B. An online blogger

C. Your teacher or the school librarian

D. A commercial advertisement



The correct answers

Put (✓) or (X)

1. Digital tools can be used to find solutions for daily problems. ✓
2. Technology makes paying bills more difficult. X
3. Through applications, assistance can be obtained from specialized institutions. ✓
4. Plane tickets cannot be booked online. X
5. Digital tools have made the process of booking tickets to visit museums easier. ✓
6. Technology always harms people and does not benefit them. X
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53. The first step that must be taken before conducting any digital research is.....

A. Starting the research directly

C. Printing the report

B. Planning and defining the topic and focus

D. Writing the conclusion

54. The organized log of notes that helps you arrange the ideas of the report is called

A. A detailed report

B. A reliable source

C. An outline (Plan)

D. A final conclusion

55. Information found on social media sites is considered..... sources.

A. Reliable

B. Accurate

C. Unreliable

D. Professional

56. You must be careful to write in your notes when using a reliable source.

A. Your personal opinion only

B. Unimportant information

C. Detailed and accurate notes and mentioning the source

D. Lies and others' opinions

57. The part of the outline that presents the ideas and information found in the research is.....

A. The introduction

B. Supporting paragraphs

C. The conclusion

D. The subject line

58. Digital research can include non-textual sources, such as.....

A. Paper books

B. Video clips and audio recordings

C. Regular mail letters

D. Outlines only

59. Reliable sources must be written in a..... manner.

A. Slang and containing errors

B. Very short

C. Professional and careful, without grammatical errors

D. Informal

60. In the introduction when writing a report, the focus should be on.....

A. Final research results

B. Briefly presenting the report's topic

C. Unreliable sources

D. Final conclusion

61. You must..... when you find information, before you use it.

A. Start writing immediately

B. Evaluate and ensure it is reliable

C. Publish it on social media

D. Mention your personal opinion only

62. should be consulted about valid sources for research.

A. A friend who doesn't know the topic

B. An online blogger

C. Your teacher or the school librarian

D. A commercial advertisement



Unit 4

Put (✓) or (X)

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55. Paint is part of:.....

- A) Internet browsers B) Video games
C) Accessories in the Start menu D) Search engines

56. Word can help design graphic elements such as:.....

- A) Emails B) Map databases
C) Shapes and diagrams D) Video chats

57. What can you change in an image using Paint?.....

- A) the whole image topic B) Image size or direction
C) Computer settings D) Designer's name

58. To open Paint, you search for it in the:.....

- A) Tools menu B) Start menu C) Files menu D) Presentation programs

59. Graphic Art is a field related to:.....

- A) Writing long texts B) Creating and editing digital photos and drawings
C) Sending emails D) Solving math problems

60. Which of the following programs is commonly used for editing pictures and drawings?

- A) Publisher B) Microsoft Paint C) Google Chrome D) Excel

61. What is the process of selecting specific parts of an image and cutting the rest called?

- A) Coloring B) Cropping C) Insert D) Erase

62. Where can you find graphic tools such as shapes and icons in Word?.....

- A) Taskbar B) Start menu C) File tab D) Insert tab

63. When you open Paint, where can you find the editing tools?.....

- A) Search engine B) Menu bar and Toolbox
C) Settings menu D) Publisher program

64. What do you drag when adding text to an image in Paint?.....

- A) Close button B) Mouse pointer C) Menu bar D) the whole image



The correct answers

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C) Accessories in the Start menu

D) Search engines

56. Word can help design graphic elements such as:.....

A) Emails

B) Map databases

C) Shapes and diagrams

D) Video chats

57. What can you change in an image using Paint?.....

A) the whole image topic

B) Image size or direction

C) Computer settings

D) Designer’s name

58. To open Paint, you search for it in the:.....

- A) Tools menu **B) Start menu** C) Files menu D) Presentation programs

59. Graphic Art is a field related to:.....

- A) Writing long texts **B) Creating and editing digital photos and drawings**
C) Sending emails D) Solving math problems

60. Which of the following programs is commonly used for editing pictures and drawings?

- A) Publisher **B) Microsoft Paint** C) Google Chrome D) Excel

61. What is the process of selecting specific parts of an image and cutting the rest called?

- A) Coloring **B) Cropping** C) Insert D) Erase

62. Where can you find graphic tools such as shapes and icons in Word?.....

- A) Taskbar B) Start menu C) File tab **D) Insert tab**

63. When you open Paint, where can you find the editing tools?.....

- A) Search engine **B) Menu bar and Toolbox**
C) Settings menu D) Publisher program

64. What do you drag when adding text to an image in Paint?.....

- A) Close button **B) Mouse pointer** C) Menu bar D) the whole image



حمل الآن

مجاناً وحصرياً

المراجعة رقم (3)

الترم الثاني



Unit 3: Lesson 1 Questions: Technological Applications in Our Lives**Question 1: Mark (True) or (False):**

- 1- Digital tools can be used to find solutions to everyday problems. ()
- 2- Technology makes paying bills more difficult. ()
- 3- Trough applications, it is possible to receive assistance from the relevant institutions. ()
- 4- Booking airline tickets cannot be done online. ()
- 5- Digital tools have made the process of booking tickets to visit museums easier. ()
- 6- Technology always harms people and never benefits them. ()
- 7- Good communication between people helps build good relationships. ()
- 8- Information has become more difficult to obtain because of the internet. ()
- 9- Communities can benefet from digital solutions. ()
- 10-Digital tools make it easier for us to accomplish daily tasks. ()
- 11-Nowadays there is a wealth of information by using EKB website. ()
- 12- You can booking tickets to visit many historical and cultural sites through the internet. ()
- 13-You can pay for your bills like water and electricity bills using apps through the internet. ()
- 14- Students must encourage to deal with technology in safety and easy way.()
- 15- You cannot booking tickets for trains, buses and planes through the internet. ()
- 16- Using technology in a positive way help people to become good digital citizenships. ()

Question 2: Choose the correct answer from the options in parentheses:

- 1- What is the main purpose of using digital tools in the text?
 A- To make life more difficult. B- To facilitate tasks and help people.
 C- To prevent communication between people. D- To waste time.
- 2- How can a digital application help someone?
 A- To sing to them B- To get help from the appropriate place
 C- To buy them clothes D- To take them to school

3- One of these examples illustrates how technology has made travel easier:

- A- Going to the library
- B- Booking plane tickets online
- C- Playing in the park
- D- Drawing on paper

4- One of the benefits of websites is:

- A- They made information easily available to everyone
- B- They prevent people from talking to each other
- C- They make the weather hotter
- D- They make shopping more difficult

5- What do we achieve when we use technology in a positive way?

- A- We cause problems for others
- B- We help achieve success and development
- C- We prevent people from learning
- D- We make life more difficult

6. Which of these is a digital tool?

- A. A paper book
- B. A pencil
- C. A smartphone app
- D. A paper magazine

7. What financial problem can be solved using digital apps?

- A. Difficulty cooking
- B. Difficulty paying bills
- C. Difficulty riding a bicycle
- D. Difficulty sleeping

8. What can we book tickets for online?

- A. Visiting museums and archaeological sites
- B. Buying vegetables from the grocer
- C. Playing ball
- D. Swimming in the sea

9. How does technology help improve communication between people?

- A. Prevents people from talking
- B. Facilitates building good relationships and solving problems
- C. Makes communication more difficult
- D. Increases misunderstandings between people

10. What is the benefit of apps designed to serve the community?

- A. Wasting time and money
- B. Helping communities develop and solve their problems
- C. Making life more difficult
- D. Preventing people from helping each other

11. All of the following is consider from the safety using of technology except

- a- booking train tickets
- b- pay bills through the internet
- c- Egyptian knowledge bank (EKB)
- d- share your personal information through social media

12. Students must encourage to use technology in Way.

- a- a few
- b- safety and easy
- c- badly
- d- annoying

Unit 3: Lesson 2 Questions: Digital Citizenship**Question 1: Mark (True) or (False):**

- 1) A digital footprint is everything you do online, and it's important that it's a positive one. ()
- 2) Digital citizenship IS only knowing how to use a computer. ()
- 3) If you upload a video you created, you have the right to request protection against piracy. ()
- 4) It doesn't matter if you use a weak password as long as you don't share it. ()
- 5) Piracy refers to copying someone else's content with the intent to sell it. ()
- 6) There is no need to verify and cite the sources you find online; everything on the internet is accurate.. ()
- 7) It's your responsibility to ensure that the content you watch doesn't cause you stress. ()
- 8) You may express your opinions online in ways that harm or offend others. ()
- 9) You have the right to access the internet when needed, adhering to legal and safety guidelines. ()
- 10) You must choose the websites you visit carefully and ensure you use updated software and applications. ()
- 11) Digital citizenship is the ability to use digital technology ethically, responsibly, and safely. ()
- 12) Digital footprint is a record of what you do online . ()
- 13) Protect yourself from piracy isn't considered important . ()
- 14) You have the right to use the internet when you need or want to, while respecting the law. ()
- 15) You must commit piracy with the protected content, share them and sell to others. ()
- 16) You must crediting the resources when sharing an entertainment online. ()

Question 2: Choose the correct answer from the options in parentheses:

1) What is the correct definition of digital citizenship?

- A. Spending a lot of time online.
- B. The ability to use technology ethically, responsibly, and safely.
- C. Watching only videos.
- D. Sharing all personal information.

2) The activities you perform online that leave a trace are called

- A. Password.
- B. Rights.
- C. Responsibilities.
- D. Digital footprint.

3) One of the most important responsibilities regarding online content is to

- A. Publish it immediately.
- B. Respect intellectual property rights and avoid piracy.
- C. Not citing any sources.
- D. Using it to harm others.

4) When interacting with others online, you should

- A. Express your opinions offensively.
- B. Ignore them.
- C. Show positive behavior and treat them respectfully.
- D. Ask for their personal information.

5) What should you do when you find information during your research?

- A. Ignore the source.
- B. Use it without question.
- C. Confirm, evaluate, and document the references you find.
- D. Publish them immediately as authentic.

6) What is one of your rights as a digital citizen?

- A. Stealing content from the internet.
- B. The right to protection and not having your digital footprint copied without your permission.
- C. Neglecting your time with family.
- D. Posting other people's photos.

7) What does it mean to use the internet safely?

- A. Using a simple password.
- B. Visiting any random website.
- C. Using up-to-date software and strong passwords.
- D. Not monitoring your time spent online.

8) What results from not respecting intellectual property rights?

- A. Positive interaction.
- B. Citing references.
- C. Digital Piracy.
- D. A clean digital footprint.

9) Which of the following is an example of responsibility when using the internet?

- A. Expressing your opinion.
- B. Ensuring a balance between internet use and personal communication.
- C. Using technology when necessary.
- D. Watching anything at random.

10) It is very important not to share your information and the information of others online in a way that is:

- A. Responsible.
- B. Unsafe and irresponsible.
- C. Safe.
- D. Positive.

11) From the rights of digital citizenship.....

- a- Don't copy your digital footprint or shared with others
- b- Show positive behavior in your communication online
- c- Be sure to evaluate what you're viewing
- d- Be sure that the material you see is safe

12) From the responsibilities of digital citizenship.....

- a- You must never commit piracy with the safe contents or share them
- b- Using the internet whenever you need
- c- Share information while respecting intellectual property rights
- d- Engage with others online

Unit 3: Lesson 3 Questions: Online Communication**Question 1: Mark (True) or (False):**

1. synchronous communication happens in real time and needs an immediate response. ()
2. Email cannot be used to communicate with a teacher about a school project. ()
3. Email is an example of asynchronous communication. ()
4. For synchronous communication, both people must be present at the same time. ()
5. Chat rooms can be used to discuss a specific school topic. ()
6. Instant messaging (IM) is an asynchronous communication tool. ()
7. Internet browsers like Google Chrome can be used to access chat rooms. ()
8. Asynchronous communication requires an immediate response from the other person. ()
9. Video chats allow direct communication with one or more people. ()
10. A mobile app cannot give you access to video calls. ()

Question 2: Choose the correct answer from the options in parentheses:

1. What type of communication occurs in real time and requires an immediate response?

A. Asynchronous communication	B. Email
C. Synchronous communication	D. Regular messaging
2. Video calls are an example of which type of communication?

A. Asynchronous communication	B. Traditional communication
C. Synchronous communication	D. Recorded messages
3. The best way to send a formal message to your teacher or a government organization is:

A. Instant messaging	B. Video call
C. Email	D. Chat rooms
4. Chat rooms are mostly used to:

A. Long personal conversations	B. Sending official assignments
C. Discussing a course topic	D. Phone calls

5. Which of the following tools does NOT require you and the receiver to be online at the same time?

- | | |
|----------------------|---------------------|
| A. Instant messaging | B. Video call |
| C. Email | D. Live phone calls |

6. What tool is needed to conduct video calls?

- | | |
|--------------------------------------|------------------|
| A. Audio recorder only | B. Fax machine |
| C. Device with camera and microphone | D. Pen and paper |

7. Synchronous communication allows you to:

- A. Send a file and reply the next day
- B. Send a long formal message
- C. Exchange information and files between two or more people without delay
- D. Read educational articles

8. A mobile application is an app that works on the device and allows you direct access to:

- | | |
|-----------------------------|--------------------------|
| a. Cooking and recipes only | b. Email and video chats |
| c. Printed school books | d. Physical sports |

9. Which type of communication represents sending a digital file or a recorded educational program?

- | | |
|---------------------------|----------------------------|
| a. Synchronous connection | b. Asynchronous connection |
| c. Video call | d. Instant messaging |

10. Instant messaging (IM) is an example of:

- | | |
|----------------------------|---------------------------|
| a. Asynchronous connection | b. Synchronous connection |
| c. Formal email | d. Slow messaging |

Unit 3: Lesson 4 Questions: Digital Communication Tools**Question 1: Mark (True) or (False):**

1. When having a video call, you should act as if you were in a public place. ()
2. Instant messaging is a formal medium that uses complete sentences. ()
3. An email should contain polite greetings and closings. ()
4. You can leave your camera on during video call even if you are not dressed appropriately. ()
5. Email is suitable for contacting your teacher or school principal. ()
6. It is important to mute your microphone when you are not speaking in video chats. ()
7. You can use emojis and pictures in instant messaging messages. ()
8. The "To" field in an email is for writing the message subject. ()
9. In chat rooms, your message is private and can only be seen by the recipient. ()
10. It is important to make sure that the attachments are secure and correct. ()
11. To join a conversation, you must click on the link provided and wait for accept access from the one who the start the meet. ()
12. The person in charge of the call can mute others people's microphones. ()
13. If your camera is on so anyone who is on the call will be able to see you. ()

Question 2: Choose the correct answer from the options in parentheses:

1. If you are having a video call with your classmates, when should you mute your microphone?

(a) When you enter the call	(b) When you leave the call
(c) When it is another person's turn to speak	(d) During the whole call
2. Instant messaging is a means of communication that is:

(a) Very formal	(b) Complicated
(c) Informal	(d) Slow

3. Where do you write the email address of the person you are sending the message to?
- (a) In the subject line (b) In the CC field
- (c) In the To field (d) At the end of the message
4. When writing an email, you should use:
- (a) Emojis and slang words (b) Correct grammar, a greeting, and a closing
- (c) Many animated picture (d) Unclear words
5. What should you make sure is not in the background if your camera is on during a video call?
- (a) School books (b) Plants
- (c) Personal information or your home address (d) A plain color
6. What should you do if you want to join a video meeting?
- (a) Enter directly
- (b) Leave the room
- (c) Click on the link and wait to be allowed to join.
- (d) Turn off your camera immediately
7. In chat rooms, who can read your messages?
- (a) Only the person you sent the message to (b) Only you
- (c) Anyone who has access to the chat room (d) Only your teacher
8. What is the main purpose of using email?
- (a) Sending fun emojis (b) formal situations
- (c) fast instant chats (d) Sharing random videos
9. What should you do when using instant messaging?
- (a) Use very formal full sentences (b) share information about others
- (c) Be polite to others (d) Send large files without warning
10. Which part gives clear information about the content of an email message?
- (a) To field (b) Subject line
- (c) Greeting (d) Message body

Unit 3: Lesson 5 Questions: My Tools for Online Learning**Question 1: Mark (True) or (False):**

1. Online learning environments allow teachers to give virtual lessons to students. ()
2. Te Egyptian Knowledge Bank is an online resource, not an online learning platform. ()
3. Vlaby is a platform that allows students do science experiments in an interactive way. ()
4. Trusted online sources are not important for research. ()
5. Students can use Edmodo to talk with their teachers and send their homework. ()
6. Te Egyptian Knowledge Bank has English-only resources. ()
7. Students can use online learning platforms to look up information about animals and science. ()
8. An interactive map maker is used for instant messaging between students.()
9. Online learning is only about reading written articles. ()
10. You can use the Egyptian Knowledge Bank to explore many different topics. ()
11. Online learning environments like Edmodo do not allow communication between teachers and students. ()
12. Online learning environments like Edmodo allow teachers to deliver virtual lessons. ()
13. The Egyptian Knowledge Bank is a means of online learning. ()
14. The Egyptian Knowledge Bank is an online learning environment. ()

Question 2: Choose the correct answer from the options in parentheses:

1. Which of the following platforms is an example of an online learning environment?
 (a) Paint (b) Email
 (c) Edmodo (d) WhatsApp
2. Online learning platforms can offer all of the following EXCEPT:
 (a) Advanced math lessons
 (b) Only science experiments
 (c) Topics like animals, science, history, and geography
 (d) Typing files

3. The main feature of Vlab is that it allows students to::

- (a) Download school tests
- (b) Communicate with parents only
- (c) Conduct practical experiments in an interactive environment
- (d) Read printed books

4. The Egyptian Knowledge Bank (EKB) is a

- (a) An instant messaging application
- (b) A drawing tool only
- (c) Egypt's first big online library with many resources
- (d) A gaming program

5. What is the purpose of the interactive map maker (Mapmaker)?

- (a) Watching fun movies
- (b) Making video calls
- (c) Drawing maps online and searching using data
- (d) Uploading math homework

6. What can teachers share on platforms like Edmodo?

- (a) Video games only
- (b) Virtual lessons, tests, and homework
- (c) Communicating only with the principal
- (d) Sending emails

7. What is the most important thing about digital learning tools?

- (a) They should be colorful
- (b) They should have pictures
- (c) They should be safe and trustworthy
- (d) They should be only for teachers

8. You can access topics, articles, and videos on the Egyptian Knowledge Bank (EKB) by:

- (a) Sending a formal request
- (b) Clicking on the resource
- (c) Visiting the school
- (d) Using another app

9. Online learning platforms allow teachers and students to communicate.

- (a) Only when they are in the same place
- (b) No matter where they are
- (c) Using a landline phone
- (d) Only early in the morning

10. Vlaby is a platform that allows students to:

- (a) Only look at pictures
- (b) Interact with scientific content
- (c) Only read texts
- (d) Use instant messaging

11. The virtual lab platform enables students and teachers to conduct laboratory experiments in an interactive environment

- A- Egyptian Knowledge Bank
- B- National Geographic Kids
- C- Vlaby
- D- Edmodo

12. The first electronic library in Egypt that contains resources on various topics.

- A- Egyptian Knowledge Bank
- B- National Geographic Kids
- C- Vlaby
- D- Edmodo

Unit 3: Lesson 6 Questions: Digital Research Skills: Planning and Evaluating Sources**Question 1: Mark (True) or (False):**

1. You should start your digital research by planning the topic and focusing on it. ()
2. Reliable sources provide information written professionally and without spelling mistakes. ()
3. The conclusion of a report explains the topic in detail. ()
4. Information found on blogs is always reliable and can be trusted. ()
5. Supporting paragraphs in a report present the collected information and data. ()
6. You should only search for written sources and ignore audio recordings and videos. ()
7. After finishing your research, you should use an outline to organize your notes logically. ()
8. When you find information, you should ask yourself: Is it reliable? ()
9. There is no need to mention sources in your report because information belongs to everyone. ()
10. You can ask your parents or teacher about reliable research sources. ()
11. Planning before conducting a digital search will help you focus on the information you're trying to gather. ()
12. During conducting a digital search you must mention the source information in your notes to credit it. ()
13. The digital search can include sources like audio, video, and image. ()
14. Reliable sources are articles or information written and verified by experts. ()
15. The information used in digital researches must be reliable. ()
16. You must be careful when taken information through social media platforms. ()

Question 2: Choose the correct answer from the following options:

1. What is the first step you should do before starting any digital research?
 - (a) Start researching immediately
 - (b) Plan and choose the topic
 - (c) Print the report
 - (d) Write the conclusion
2. What do we call the organized notes that help you arrange your report ideas?
 - (a) Detailed report
 - (b) Reliable source
 - (c) Outline
 - (d) Final conclusion
3. Information found on social media websites is considered:
 - (a) Reliable
 - (b) Accurate
 - (c) Unreliable
 - (d) Professional
4. What should you write in your notes when using a reliable source?
 - (a) Only your personal opinion
 - (b) Unimportant information
 - (c) Detailed and accurate notes and mention the source
 - (d) Lies and others' opinions
5. Which part of the outline presents the ideas and information you found in your research?
 - (a) Introduction
 - (b) Supporting paragraphs
 - (c) Conclusion
 - (d) Subject line
6. Digital research can include non-text sources such as:
 - (a) Paper books
 - (b) Videos and audio recordings
 - (c) Regular mail messages
 - (d) Charts only
7. Reliable sources should be written in a way that is:
 - (a) Informal with many mistakes
 - (b) Professional, careful, and free of grammar mistakes
 - (c) very short
 - (d) Unofcial

8. What should you focus on in the introduction of a report?

- (a) Final results
- (b) Presenting the topic briefly
- (c) unreliable sources
- (d) the final conclusion

9. What should you do when you find information before using it?

- (a) start writing immediately
- (b) evaluate it and make sure it is reliable
- (c) Share it on social media
- (d) Write only your personal opinion

10. Who should you ask about good sources for research?

- (a) A friend who does not know the topic
- (b) an online blogger
- (c) our teacher or the school librarian
- (d) a commercial advertisement

11. An outline should include

- (a) an introduction that presents the report topic
- (b) unsupported information
- (c) disjointed ideas
- (d) scattered research

12. Sources via social media are

- A- Reliable sources.
- B- Unreliable sources.
- C- Should be considered.
- D- Important sources.

Unit 4: Lesson 1 Questions: Digital Problem Solving**Question 1: Mark (True) or (False):**

1. Technology problems become easier when we break them into small parts.()
2. A hypothesis is the final and sure answer to a problem. ()
3. You should always solve technology problems alone and never ask for help.()
4. Problem-solving steps can be used for real-life problems, not only technology problems. ()
5. Testing a hypothesis should not harm your device. ()
6. The teacher can help organize and simplify big tasks and problems. ()
7. If your idea does not work, you should feel upset and stop trying. ()
8. When working in a group, each person can solve a small part of the problem.()
9. A hypothesis is a smart guess about why something happens, and it can be tested. ()
10. You do not need steps to solve technology problems; the solution comes by itself. ()
11. A hypothesis is an educated guess about how things work . ()
12. You must break down the problem into small section to solve them in steps. ()
13. Hypothesis is an attempt to answer your question with an explanation that can be tested. ()
14. To solve a big problem you can solve the small parts of it step by step. ()
15. You mustn't conduct any test which is not safe when test the hypothesis.()
16. You must assign to each person in the group a section of the problem to solve it. ()
17. The problem should be broken down into smaller parts and solved gradually. ()

Question 2: Choose the correct answer from the following options:

1. A scientific guess about how a problem occurs is called a
 - (a) final solution
 - (b) experiment
 - (c) hypothesis
 - (d) small problem
2. When a technology problem is very difficult, the best way to solve it is to:
 - (a) ignore it and look for another problem
 - (b) break it into small parts and solve it step by step
 - (c) start solving it without thinking
 - (d) Ask any random person for help
3. The goal of testing a hypothesis is to
 - (a) Prove that you are always right
 - (b) Know if the hypothesis works or not and learn from mistakes
 - (c) Put the device in danger
 - (d) Make the problem bigger
4. When you have a big task, how can you make it easier?
 - (a) Leave it as is.
 - (b) Break it into small tasks.
 - (c) Ask someone else to solve it completely.
 - (d) Ignore it.
5. If your hypothesis test does not work, what is the most important thing to learn?
 - (a) Never form hypotheses again.
 - (b) That you cannot solve problems.
 - (c) What went wrong and how to make a better hypothesis
 - (d) That the problem has no solution.

6. What should you avoid when testing your hypothesis?

- A) Making a new hypothesis B) Doing anything that may harm the device
C) Breaking the problem into parts D) Asking the teacher for help

7. When planning a school trip, choosing the destination is:

- A) Te hypothesis B) Te big problem
C) A small part of the problem D) Te fnal step

8. What should you do when you face a difcult technology problem?

- A) Try to solve it alone only B) Ask the teacher or specialists for help
C) Give up D) Play on the computer

9. When a group works on a big problem, how should the work be organized?

- A) Everyone works on the same part B) Each person works on a small part
C) No one helps D) One person does everything

10. Problem-solving needs:

- (A) Random actions (B) Tinking steps to understand and solve the problem
(c) Wasting time (d) Reading novels.

11. If you and your group face a problem, to solve it you should

- (a) Assign a part of the problem to each person.
(b) Give the problem to one person to solve.
(c) Solve the problem alone.
(d) Leave the problem unsolved.

12. To facilitate solving a large problem,

- (a) The problem should be divided into small parts.
(b) It should not be solved.
(c) It should not be distributed among the group members.
(d) Find a single solution.

Unit 4: Lesson 2 Questions: Presenting Information**Question 1: Write (True) or (False):**

- 1) Margins are the empty space left around the edges of a poster. ()
- 2) Publisher is the best tool for designing professional posters. ()
- 3) It is preferable to use more than five colors in the design to make it attractive. ()
- 4) If you choose a complex font, it will help your audience read it easily. ()
- 5) Images used in a poster should be appropriate for the content and of high quality. ()
- 6) To access Microsoft 365, you need an updated digital device. ()
- 7) If the content is placed very close to the edges, the poster will appear more visually appealing. ()
- 8) Word processing software can also be used to design posters. ()
- 9) We don't need to worry about the background color when choosing a font color. ()
- 10) The image on the poster should be blurred to encourage the viewer to focus on the text. ()
- 11) Make sure your computer is up to date so you can download Microsoft Office 365. ()
- 12) Choose a font size that is easy to read for the billboard. ()
- 13) Margin is the amount of space between the edges of the poster or billboard and its content. ()
- 14) Choose a complex font type for the billboard that is easy to read. ()
- 15) When creating a poster or billboard, the audience should be able to easily see your information. ()
- 16) Images should be appropriate for the content you are sharing. ()

Question 2: Choose the correct answer from the options in parentheses:

- 1) Which tool is considered best for designing a poster or digital billboard?
(a) Word (b) PowerPoint

- (c) Publisher (d) Mobile application
- 2) What is the blank space left around the edges of a poster called?
- (a) Background (b) Colors
- (c) Margin (d) Font
- 3) What is the maximum number of colors that should be used in a single poster?
- (a) Five colors (b) Less than three colors
- (c) Ten colors (d) Only one color
- 4) If the font you use on the poster is complex, it:
- (a) Draws too much attention (b) Is distracting and difficult to read
- (c) Enhances the image quality (d) Makes the information easier for the audience to read
- 5) When using images on billboards, it is important that the images are:
- (a) Blurry
- (b) Not appropriate for the content
- (c) Clear, high-quality, and relevant to the subject matter
- (d) Contains a lot of text
- 6) Word is part of a software suite:
- (a) Google Drive (b) Microsoft 365
- (c) Adobe Suite (d) Vlaby
- 7) What is the visual disadvantage of adding content too close to the edges of the poster?
- (a) The poster will look overly well-designed
- (b) The poster will look cluttered and lack margins
- (c) It will enhance the poster's quality
- (d) It will make it easier to read
- 8) What should you check about your computer before downloading Microsoft 365 software?
- (a) It's too old.
- (b) It's not connected to the internet.

(c) It's up to date to handle the software being downloaded.

(d) Its font is too small.

9) When choosing colors, you should consider:

(a) Your computer.

(b) The font type only.

(c) The background color.

(d) Your mouse.

10) In general, in design, choosing a font that achieves:

(a) Complexity.

(b) Ambiguity.

(c) Simplicity.

(d) Excessive detail.

11) When creating a poster or billboard, you should:

(a) Choose a very small font.

(b) Choose a complex font style.

(c) Choose a very large font size.

(d) We choose an appropriate font size and style.

12) To use images on a billboard, we must:

a) Use appropriate images of a suitable size.

b) Use blurry images.

c) Use very small images.

d) Use poor-quality images.

Unit 4: Lesson 4 Questions: Algorithms

Question 1: Mark (True) or (False):

- 1) An algorithm is a series of steps that explains how to perform a task. ()
- 2) Algorithms help to identify the least relevant search results. ()
- 3) Following a recipe is a type of algorithm. ()
- 4) There is no need to choose the correct words when searching; the search engine will always find the results. ()
- 5) An algorithm for solving a math problem requires breaking the question down into parts. ()
- 6) When cleaning a room, you can start by cleaning the floor before dusting the surfaces. ()
- 7) When inputting imprecise keywords, the search engine's algorithm is very accurate in all cases. ()
- 8) Search engines use a digital map database to provide directions to a location. ()
- 9) An algorithm is a set of random instructions. ()
- 10) Computers and their applications use algorithms to customize the desktop. ()
- 11) Computers and applications need algorithms to function. ()
- 12) A word processing program can check if a word is spelled correctly. ()
- 13) A word processing program cannot check if a word is spelled correctly. ()

Question 2: Choose the correct answer from the options in parentheses:

- 1) What is the sequence of steps that explains how to perform a task called?

(a) Keyword	(b) Digital search
(c) Algorithm	(d) Database
- 2) What does a search engine use to determine the most relevant results for your search topic?

(a) Food recipes	(b) Spelling mistakes
(c) Algorithms	(d) Images only

3) When solving a word problem in mathematics, it is often necessary to:

- (a) Ignore the question
- (b) Break the question down into parts and solve it in a series of steps
- (c) Use only one word
- (d) Ask for help without trying

4) If you use a search engine to find directions to a location, the engine will use:

- (a) Your personal files
- (b) A database of names and information found in digital maps
- (c) Math questions
- (d) Food recipes

5) What should you do to tell a search engine what task you want it to perform?

- (a) Shut down the computer
- (b) Enter the keywords
- (c) Clean your room
- (d) Prepare a meal

6) What happens if the keyword wording is not precise enough?

- (a) The engine algorithm is too precise
- (b) The engine algorithm may not be perfectly accurate in delivering the results
- (c) The room gets better organized
- (d) The devices stop working

7) A recipe for a meal (such as a falafel sandwich) is an example of:

- (a) a complex problem
- (b) a type of algorithm
- (c) a random result
- (d) a random, unstructured process

8) What should you choose carefully when trying to gather information?

- (a) background color
- (b) the correct words you are looking for
- (c) bedtime
- (d) the furniture in the room

9) What is the first step in a room cleaning algorithm?

- (a) Clean the floor
- (b) Dust
- (c) Wipe down surfaces
- (d) Leave the room

10) Computers and their applications use algorithms to:

- (a) decorate a room
- (b) perform specific tasks
- (c) cook food
- (d) send spam messages

11) A program can recognize whether a word is spelled correctly or not.

- a) Word
- b) Photoshop
- c) Excel
- d) Flash

Unit 4: Lesson 4 Questions: Coding , the Language of Computers, and Game Creation**Question 1: Mark (True) or (False):**

- 1) Coding is writing multiple algorithms to create a complete program. ()
- 2) Movies and animation were not created using programming. ()
- 3) Algorithms are the basis of programming and are instructions for the computer.()
- 4) You can create video games using code. ()
- 5) Code.org is an example of a website that helps you learn programming. ()
- 6) coding cannot be used to solve mazes or problems that require sequential steps.()
- 7) When you solve a math problem, you use algorithms. ()
- 8) When you program, you provide detailed instructions for a computer program. ()
- 9) coding does not help us think logically to solve problems. ()
- 10) coding is a very difficult language, and children cannot learn it. ()
- 11) We use coding in the animations and video games we play online. ()
- 12) Coding is writing multiple algorithms to create a complete program. ()
- 13) The website code.org helps you learn coding using different coding languages. ()

Question 2: Choose the correct answer from the options in parentheses:

- 1) What is the process of writing multiple algorithms to create a complete program called?

(a) Calculation	(b) Coding
(c) Cleaning	(d) Planning
- 2) What has been invented using programming?

(a) Food recipes only	(b) Cartoons, movies, and online video games
(c) Falafel patties	(d) Home furniture
- 3) Programming helps us learn an important strategy for solving

(a) Random puzzles	(b) Food recipes
(c) Problems	(d) Unsolvable mazes

- 4) What are the instructions and steps that tell a computer what to do called?
 - (a) Helper programs
 - (b) Computer language
 - (c) Algorithms
 - (d) Secret code
- 5) What website can help you learn programming?
 - (a) Facebook
 - (b) Code.org
 - (c) Google Maps
 - (d) Microsoft Word
- 6) When solving a maze, programming requires thinking about
 - (a) random paths
 - (b) sequential steps to get through the maze
 - (c) getting out without following steps
 - (d) shutting down the computer
- 7) What does the term "Coding" mean?
 - (a) reading
 - (b) handwriting
 - (c) programming
 - (d) coloring
- 8) When computers use algorithms, they perform
 - (a) Any task
 - (b) Specific tasks
 - (c) Random movements
 - (d) Sleeping
- 9) What should you give a computer program to solve a maze?
 - (a) Your personal notes
 - (b) Pictures from the internet
 - (c) Instructions on how to solve it
 - (d) Food recipes
- 10) Programming is the computer language that enables us to
 - (a) Destroy games
 - (b) Create and make games and movies
 - (c) Disable devices
 - (d) Send emails
- 11) Multiple algorithms can be written to create a complete program using
 - (a) Programming
 - (b) The screen
 - (c) The keyboard
 - (d) The mouse

Unit 4: Lesson 5 Questions: Exploring the Scratch Program**Question 1: Mark (True) or (False):**

- 1) Scratch uses scripting, like Python. ()
- 2) Blocks in Scratch help students program without writing code. ()
- 3) An object in Scratch can move, talk, and make sounds. ()
- 4) The appearance of an object in Scratch cannot be changed. ()
- 5) Tynker does not support JavaScript. ()
- 6) The block area contains pre-built commands. ()
- 7) The platform is the area where we build the programming blocks. ()
- 8) A Scratch project can be started by clicking the green flag. ()
- 9) New sounds cannot be added in Scratch. ()
- 10) Scratch is suitable for children to learn programming. ()

Question 2: Choose the correct answer from the options in parentheses:

- 1) What is the basic system that Scratch uses instead of writing complex text code?
 - (a) Complex code system
 - (b) Blocks system
 - (c) Mathematical equation system
 - (d) Drop-down list system
- 2) Which of the following sections in the Scratch screen is where the result of your final project (the display) appears?
 - (a) Code segments area
 - (b) Blocks area
 - (c) Stage
 - (d) Object library
- 3) What is the term for a group of blocks connected together that gives commands to a Sprite object?
 - (a) Sprite object
 - (b) Block
 - (c) Script
 - (d) Command

- 4) Voice commands are found in the area
- (a) Stage (b) Code segments
(c) Blocks (d) Display
- 5) Which of the following block programming applications also supports scripting languages such as Python and JavaScript?
- (a) Scratch program (b) Tynker
(c) Daisy the Dinosaur (d) Blockly
- 6) In which Blocks section can you find the "Move 100 Steps" block?
- (a) Events section (yellow) (b) Action section (blue)
(c) Appearance section (purple) (d) Sound section (pink)
- 7) What is the default object (first character) that appears when you open Scratch?
- (a) Soccer ball (b) Wizard
(c) Scratch Cat (d) Horse
- 8) Which Blocks section contains the "When we click" block, which is the start block?
- (a) Appearance section (b) Controls section
(c) Sound section (d) Events section
- 9) What is the purpose of adding the "Move 20 Steps" block?
- (a) Repeat the action twice (b) Move the object 20 steps
(c) Make the object make a sound (d) Make the object say "Hello!"
- 10) Which of the following applications is an open-source visual programming language that can be integrated with other languages such as Python?
- (a) Movie Maker (b) Blockly
(c) Daisy the Dinosaur (d) Paint

Unit 4: Lesson 6: Graphic Art: Creating and Editing Digital Images**Question 1: Mark (True) or (False):**

- 1) Paint is used to create drawings and edit images. ()
- 2) The process of selecting specific parts of an image to cut out the rest is called "cropping." ()
- 3) Word cannot be used to add graphic elements, such as shapes. ()
- 4) To add text to an image in Paint, a white space must be created for the text. ()
- 5) Popular image and graphics editing programs are only available on mobile phones. ()
- 6) You can change the size or orientation of an image using Paint. ()
- 7) Graphic design tools in Word can be accessed from the Insert tab. ()
- 8) When you open Paint, you will find the available tools in the menu bar and the toolbar. ()
- 9) Algorithms are the main tools in Paint. ()
- 10) Colors cannot be filled using the custom options in Paint. ()
- 11) Paint is a popular image editing program. ()
- 12) Microsoft Paint allows you to design and save an image. ()
- 13) The toolbar contains the tools you need for your drawing. ()

Question 2: Choose the correct answer from the options in parentheses:

- 1) Which of the following programs is a common image and graphics editing program?
(a) Publisher (b) Microsoft Paint
(c) Google Chrome (d) Excel
- 2) What is the process of selecting specific parts of an image to use, and then cropping the rest, called?
(a) Coloring (b) Cropping
(c) Inserting (d) Erase

3) Where can you find graphic tools such as shapes and icons in a word processing program (Word)?

- (a) On the taskbar
- (b) On the Start menu
- (c) On the File tab
- (d) On the Insert tab of the menu bar

4) When you open Paint, you can find the available editing tools in:

- (a) The search bar
- (b) The menu bar and toolbox
- (c) The Settings menu
- (d) The Publisher program

5) What should you drag when adding text to an image in Paint?

- (a) Close button
- (b) Right mouse pointer
- (c) Menu bar
- (d) The entire image

6) Paint is part of:

- (a) Internet browsers
- (b) Video games
- (c) Accessories in the Start menu
- (d) Search engines

7) Word can help design graphic elements, such as:

- (a) Email
- (b) Map databases
- (c) Shapes and diagrams
- (d) Video chats

8) What can you change about an image using Paint?

- (a) Change the entire subject of the image
- (b) Change the image size or orientation
- (c) Change computer settings
- (d) Change the designer's name

9) To open Paint, look for it in the:

- (a) Tools
- (b) Start menu
- (c) Files
- (d) Slides

10) Graphic art is a field related to:

- (a) Writing long texts
- (b) Creating and editing digital images and graphics
- (c) Sending emails
- (d) Solving mathematical problems

11) The program is one of the popular image editing programs.

- (a) Paint
- (b) Word
- (c) Facebook
- (d) Twitter

Unit 3: Lesson 1 Questions: Technological Applications in Our Lives**Question 1: Mark (True) or (False):**

- 1- Digital tools can be used to find solutions to everyday problems. (T)
- 2- Technology makes paying bills more difficult. (F)
- 3- Applications can provide assistance from specialized institutions. (T)
- 4- Booking plane tickets cannot be done online. (F)
- 5- Digital tools have made it easier to book museum tickets. (T)
- 6- Technology always harms people and never benefits them. (F)
- 7- Good communication between people helps build good relationships. (T)
- 8- Information has become more difficult to obtain because of the internet. (F)
- 9- Societies can benefit from digital solutions. (T)
- 10-Digital tools make it easier for us to accomplish daily tasks. (T)
- 11-Nowadays there is a wealth of information by using EKB website. (T)
- 12- You can booking tickets to visit many historical and cultural sites through the internet. (T)
- 13-You can pay for your bills like water and electricity bills using apps through the internet. (T)
- 14- Students must encourage to deal with technology in safety and easy way.(T)
- 15- You cannot booking tickets for trains, buses and planes through the internet. (F)
- 16- Using technology in a positive way help people to become good digital citizenships. (T)

Question 2: Choose the correct answer from the options in parentheses:

1- What is the main purpose of using digital tools in the text?

A- To make life more difficult.

B- To facilitate tasks and help people.

C- To prevent communication between people.

D- To waste time.

2- How can a digital application help someone?

A- To sing to them

B- To get help from the appropriate place

C- To buy them clothes

D- To take them to school

3- One of these examples illustrates how technology has made travel easier:

- A- Going to the library B- Booking plane tickets online
C- Playing in the park D- Drawing on paper

4- One of the benefits of websites is:

- A- They made information easily available to everyone
B- They prevent people from talking to each other
C- They make the weather hotter
D- They make shopping more difficult

5- What do we achieve when we use technology in a positive way?

- A- We cause problems for others B- We help achieve success and development
C- We prevent people from learning D- We make life more difficult

6. Which of these is a digital tool?

- A. A paper book B. A pencil
C. A smartphone app D. A paper magazine

7. What financial problem can be solved using digital apps?

- A. Difficulty cooking B. Difficulty paying bills
C. Difficulty riding a bicycle D. Difficulty sleeping

8. What can we book tickets for online?

- A. Visiting museums and archaeological sites B. Buying vegetables from the grocer
C. Playing ball D. Swimming in the sea

9. How does technology help improve communication between people?

- A. Prevents people from talking
B. Facilitates building good relationships and solving problems
C. Makes communication more difficult
D. Increases misunderstandings between people

10. What is the benefit of apps designed to serve the community?

- A. Wasting time and money
- B. Helping communities develop and solve their problems
- C. Making life more difficult
- D. Preventing people from helping each other

11. All of the following is consider from the safety using of technology except

- a- booking train tickets
- b- pay bills through the internet
- c- Egyptian knowledge bank (EKB)
- d- share your personal information through social media

12. Students must encourage to use technology in Way.

- a- a few
- b- safety and easy
- c- badly
- d- annoying

Unit 3: Lesson 2 Questions: Digital Citizenship**Question 1: Mark (True) or (False):**

- 1) A digital footprint is everything you do online, and it's important that it's a positive one. (T)
- 2) Digital citizenship is simply knowing how to use a computer. (F)
- 3) If you upload a video you created, you have the right to request protection against piracy. (T)
- 4) It doesn't matter if you use a weak password as long as you don't share it. (F)
- 5) Piracy means copying someone else's content with the intention of sharing or selling it. (T)
- 6) You don't need to cite all the sources you find online; they're all valid. (F)
- 7) It's your responsibility to ensure that the content you watch doesn't cause you stress. (T)
- 8) You can express your opinions online in any way you like, even if it offends others. (F)
- 9) You have the right to use the internet when you need it, but within Respect of the law. (T)
- 10) You should choose the websites you visit wisely and use up-to-date software. (T)
- 11) Digital citizenship is the ability to use digital technology ethically, responsibly, and safely. (T)
- 12) Digital footprint is a record of what you do online . (T)
- 13) Protect yourself from piracy isn't considered important . (F)
- 14) You have the right to use the internet when you need or want to, while respecting the law. (T)
- 15) You must commit piracy with the protected content, share them and sell to others. (F)
- 16) You must crediting the resources when sharing an entertainment online. (T)

Question 2: Choose the correct answer from the options in parentheses:

1) What is the correct definition of digital citizenship?

- A. Spending a lot of time online.
- B. The ability to use technology ethically, responsibly, and safely.
- C. Watching only videos.
- D. Sharing all personal information.

2) The things you do online that leave a trace are called your

- A. Password.
- B. Rights.
- C. Responsibilities.
- D. Digital footprint.

3) One of the most important responsibilities regarding online content is to

- A. Publish it immediately.
- B. Respect intellectual property rights and avoid piracy.
- C. Not citing any sources.
- D. Using it to harm others.

4) When interacting with others online, you should

- A. Express your opinions offensively.
- B. Ignore them.
- C. Show positive behavior and treat them respectfully.
- D. Ask for their personal information.

5) What should you do when you find information during your research?

- A. Ignore the source.
- B. Use it without question.
- C. Confirm, evaluate, and document the references you find.
- D. Publish them immediately as authentic.

6) What is one of your rights as a digital citizen?

- A. Stealing content from the internet.
- B. The right to protection and not having your digital footprint copied without your permission.
- C. Neglecting your time with family.

D. Posting other people's photos.

7) What does it mean to use the internet safely?

A. Using a simple password.

B. Visiting any random website.

C. Using up-to-date software and strong passwords.

D. Not monitoring your time spent online.

8) What are the consequences of disrespecting intellectual property rights?

A. Positive interaction.

B. Citing references.

C. Piracy.

D. A clean digital footprint.

9) What is an example of responsible internet use?

A. Expressing your opinion.

B. Ensuring a balance between internet use and personal communication.

C. Using technology when necessary.

D. Watching anything at random.

10) It is very important not to share your information and the information of others online in a way that is:

A. Responsible.

B. Unsafe and irresponsible.

C. Safe.

D. Positive.

11) From the rights of digital citizenship.....

a- Don't copy your digital footprint or shared with others

b- Show positive behavior in your communication online

c- Be sure to evaluate what you're viewing

d- Be sure that the material you see is safe

12) From the responsibilities of digital citizenship.....

a- You must never commit piracy with the safe contents or share them

b- Using the internet whenever you need

c- Share information while respecting intellectual property rights

d- Engage with others online

Unit 3: Lesson 3 Questions: Online Communication**Question 1: Mark (True) or (False):**

1. Synchronous communication occurs in real time and requires an immediate response. (T)
2. Email cannot be used to communicate with a teacher about a school project. (F)
3. Email is an example of asynchronous communication. (T)
4. For synchronous communication, both parties must be online at the same time. (T)
5. Chat rooms can be used to discuss a specific subject. (T)
6. Instant messaging (IM) is an asynchronous communication tool. (F)
7. Web browsers such as Google Chrome can be used to access chat rooms. (T)
8. Asynchronous communication requires an immediate response from the other party. (F)
9. Video chats allow direct communication with one or more people. (T)
10. A mobile app cannot provide access to video chats. (F)

Question 2: Choose the correct answer from the options in parentheses:

1. What type of communication occurs in real time and requires an immediate response?
A. Asynchronous communication B. Email
C. Synchronous communication D. Regular messaging
2. Video chats are an example of which type of communication?
A. Asynchronous communication B. Traditional communication
C. Synchronous communication D. Recorded messages
3. The best way to send an official message to your teacher or government agency is:
A. Instant messaging B. Video chats
C. Email D. Chat rooms
4. Chat rooms are often used for:
A. Long personal conversations B. Sending official assignments
C. Discussing a course topic D. Phone calls

5. Which of the following tools does not require you and the recipient to be present at the same time?

- A. Instant messaging
- B. Video chats
- C. Email
- D. Live calls

6. What tool is needed to conduct video chats?

- A. Audio recorder only
- B. Fax machine
- C. Device with camera and microphone
- D. Pen and paper

7. Simultaneous (Synchronous) communication allows you to:

- A. Send a file and reply later
- B. Send a long formal letter
- C. Exchange information instantly
- D. Read educational articles

8. A mobile application gives you direct access to:

- a. Cooking and recipes only
- b. Email and video chats
- c. Paper books
- d. Physical activity

9. What type of connection is used to send a digital file or recorded tutorial?

- a. Synchronous connection
- b. Asynchronous connection
- c. Video chat
- d. Instant messaging

10. Instant messaging (IM) is an example of:

- a. Asynchronous connection
- b. Synchronous connection
- c. Official email
- d. Slow messaging

Unit 3: Lesson 4 Questions: Digital Communication Tools**Question 1: Mark (True) or (False):**

1. When having a video chat, you should act as if you were in a public place. (T)
2. Instant messaging is a formal medium that uses complete sentences. (F)
3. An email should contain polite greetings and closings. (T)
4. You can leave your camera on during video chats even if you are not dressed appropriately. (F)
5. Email is suitable for contacting your teacher or school principal. (T)
6. It is important to mute your microphone when you are not speaking in video chats. (T)
7. You can use emojis and pictures in instant messaging messages. (T)
8. The "To" field in an email is for writing the message subject. (F)
9. In chat rooms, your message is private and can only be seen by the recipient. (F)
10. It is important to ensure that the attachments you send via email are secure and accurate. (T)
11. To join a conversation, you must click on the link provided and wait for accept access from the one who the start the meet. (T)
12. The person in charge of the call can mute others people's microphones. (T)
13. If your camera is on so anyone who is on the call will be able to see you. (T)

Question 2: Choose the correct answer from the options in parentheses:

1. If you are having a video chat with your colleagues, when should you mute your microphone?

(a) When you join the chat	(b) When you leave the chat
(c) <u>When it is someone else's turn to speak</u>	(d) For the duration of the chat
2. Instant messaging is a means of communication that is:

(a) Very formal	(b) Complex
(c) <u>Informal</u>	(d) Slow

3. Where should the email address of the person you are sending the message to be placed?

- (a) In the subject line
- (b) In the CC field
- (c) In the To field
- (d) At the end of the message

4. When writing an email, you should use:

- (a) Slang and slang
- (b) Correct grammar, a greeting, and a closing
- (c) Lots of GIFs
- (d) Unclear words

5. What should you make sure is not in the background if your camera is on during a video chat?

- (a) School books
- b) Ornamental plants
- (c) Personal information or your home address
- d) Uniform color

6. What action should you take if you want to join a video chat?

- (a) Enter directly
- (b) Leave the room
- (c) Click on the link and wait until you are allowed to join
- (d) Turn off your camera immediately

7. In chat rooms, who can read your messages?

- (a) Only the person you sent the message to
- (b) Only you
- (c) Anyone who has access to the chat room
- (d) Only your teacher

8. What is the main purpose of using email?

- (a) Sending fun emoticons
- (b) Most common formal situations
- (c) Quick and instant conversations
- (d) Sharing random videos

9. What should you do when using instant messaging?

- (a) Use very complete and formal sentences
- (b) Post information about others
- (c) Be polite to others
- (d) Send large files without warning

10. Which part of an email message should clearly state its content?

- (a) To box
- (b) Subject line
- (c) Greeting
- (d) Message body

Unit 3: Lesson 5 Questions: My Tools for Online Learning

Question 1: Mark (True) or (False):

1. Online learning environments allow teachers to deliver virtual lessons to students. (T)
2. The Egyptian Knowledge Bank is an example of a learning environment rather than a learning resource. (F)
3. Vlaby is a platform that allows students to conduct practical experiments in an interactive environment. (T)
4. Reliable online sources are not important for research and data collection. (F)
5. Students can use the Edmodo platform to communicate with their teachers and post their assignments. (T)
6. The Egyptian Knowledge Bank contains resources only in English. (F)
7. You can use online learning environments to search for information about animals and science. (F)
8. The interactive map designer is a tool for instant messaging between students. (F)
9. Online learning is limited to reading written articles only. (F)
10. You can search for and view various topics through EKB. (T)
11. Online learning environments like Edmodo do not allow communication between teachers and students. (T)
12. Online learning environments like Edmodo allow teachers to deliver virtual lessons. (T)
13. The Egyptian Knowledge Bank is an online learning resources. (T)
14. The Egyptian Knowledge Bank is an online learning environment. (F)

Question 2: Choose the correct answer from the options in parentheses:

1. Which of the following platforms is an example of an online learning environment?
 (a) Paint (b) Email
 (c) Edmodo (d) WhatsApp

2. All of the following can be offered by online learning environments except:

- (a) Advanced math lessons
- (b) Only practical experiments
- (c) Various subjects, such as animals, science, history, and geography
- (d) Creating files

3. The main feature of the Vlaby platform is that it allows students to:

- (a) Download school tests
- (b) Communicate with parents only
- (c) Conduct practical experiments in an interactive environment
- (d) Read printed books

4. The Egyptian Knowledge Bank (EKB) is a

- (a) An instant messaging application
- (b) A tool for drawing images only
- (c) The first electronic library in Egypt containing diverse resources
- (d) A program for running games

5. What is the purpose of using an interactive map designer (Mapmaker)?

- (a) Watching entertainment movies
- (b) Making video calls
- (c) Online mapping and data research
- (d) Downloading math assignments

6. What can teachers offer through learning environments like Edmodo?

- (a) Video games only
- (b) Virtual lessons and uploading tests and assignments
- (c) Communicating with school administrators only
- (d) Sending emails

7. What is the most important characteristic that the digital learning tools we use should have?

- (a) They should be colorful
- (b) They should contain images

(c) They should be reliable and secure (d) They should be for teachers only

8. You can access topics, articles, and videos in the Egyptian Knowledge Bank simply by:

(a) Submitting an official request

(b) Clicking on the source

(c) Visiting the school

(d) Using an external application

9. Online learning environments allow communication between teachers and students.

(a) Only when they are in the same place

(b) Regardless of their location

(c) By landline phone

(d) Only at specific times in the morning

10. The Vlaby platform is classified among the platforms that allow the student to:

(a) View images only

(b) Interact with scientific content

(c) Read texts only

(d) Instant messaging

11. The virtual lab platform enables students and teachers to conduct laboratory experiments in an interactive environment

A- Egyptian Knowledge Bank

B- National Geographic Kids

C- Vlaby

D- Edmodo

12. The first electronic library in Egypt that contains resources on various topics.

A- Egyptian Knowledge Bank

B- National Geographic Kids

C- Vlaby

D- Edmodo

Unit 3: Lesson 6 Questions: Digital Research Skills: Planning and Evaluating Sources**Question 1: Mark (True) or (False):**

1. You should start your digital research by planning the topic and focusing. (T)
2. Reliable sources are those that provide professionally written information free of spelling errors. (T)
3. The conclusion of a report presents the report's topic in detail. (F)
4. Sources found in blogs are always reliable and dependable. (F)
5. Supporting paragraphs in a report present the collected information and data. (T)
6. You should focus on searching for text sources only and ignore audio recordings and videos. (F)
7. After completing your research, you should use a chart to organize your notes logically. (F)
8. When you find information, you should ask yourself: Is it reliable? (T)
9. There is no need to mention the source in your report; the information belongs to everyone. (F)
10. You can consult your parents or teacher about reliable research sources. (T)
11. Planning before conducting a digital search will help you focus on the information you're trying to gather. (T)
12. During conducting a digital search you must mention the source information in your notes to credit it . (T)
13. The digital search can include sources like audio, video, and image. (T)
14. Reliable sources are articles or information written and verified by experts. (T)
15. The information used in digital researches must be reliable . (T)
16. You must be careful when taken information through social media platforms. (T)

Question 2: Choose the correct answer from the following options:

1. What is the first step to take before conducting any digital research?

- (a) Start researching immediately (b) Plan, define the topic, and focus
(c) Print the report (d) Write the conclusion

2. What is the name of the organized note-taking journal that helps you structure your report's ideas?

- (a) Detailed report (b) Reliable source
(c) Outline (d) Final conclusion

3. Information found on social media is considered a source of:

- (a) Reliable (b) Accurate
(c) Unreliable (d) Professional

4. What should you be careful to include in your notes when using a reliable source?

- (a) Your personal opinion only
(b) Irrelevant information
(c) Detailed and accurate notes with source citations
(d) Lies and other people's opinions

5. Which part of the outline presents the ideas and information you found in your research?

- (a) Introduction (b) Supporting paragraphs
(c) Conclusion (d) Topic line

6. Digital research may include non-textual sources, such as:

- (a) Printed books (b) Videos and audio recordings
(c) Regular mail (d) Diagrams only

7. Reliable sources should be written in a way that is:

- (a) colloquial and contains errors
(b) professional, carefully written, and without grammatical errors
(c) very short
(d) informal

8. What should be emphasized in the introduction of a report?

- (a) the final research findings (b) a brief overview of the report topic
(c) unreliable sources (d) the final conclusion

9. What should you do when you find information before using it?

- (a) start writing immediately (b) evaluate it and make sure it is reliable
(c) post it on social media (d) only state your personal opinion

10. Which of the following should you consult about valid research sources?

- (a) a friend who doesn't know the topic (b) an online blogger
(c) your teacher or school librarian (d) a commercial advertisement

11. An outline should include

- (a) an introduction that presents the report topic (b) unsupported information
(c) disjointed ideas (d) scattered research

12. Sources via social media are

- A- Reliable sources. B- Unreliable sources.
C- Should be considered. D- Important sources.

Unit 4: Lesson 1 Questions: Digital Problem Solving**Question 1: Mark (True) or (False):**

1. ICT problems seem easier when we break them down into smaller parts. (T)
2. A hypothesis is the definitive and certain solution to how a problem occurs. (F)
3. You should always try to solve technical problems on your own without asking for help. (F)
4. The problem-breaking methodology can be applied to real-world problems, not just technology problems. (F)
5. Testing a hypothesis should not involve any risk to the device you are using. (T)
6. The teacher is a source of help in organizing and facilitating large tasks and problems. (T)
7. When a hypothesis test fails, you should feel discouraged and stop trying. (F)
8. If you have a group helping you solve a problem, each person should solve a small part of the problem. (T)
9. A hypothesis is a scientific guess about how things happen, and it can be tested. (T)
10. You don't need to take steps to solve technical problems; the solution comes automatically. (F)
11. A hypothesis is an educated guess about how things work . (T)
12. You must break down the problem into small section to solve them in steps. (T)
13. Hypothesis is an attempt to answer your question with an explanation that can be tested. (T)
14. To solve a big problem you can solve the small parts of it step by step. (T)
15. You mustn't conduct any test which is not safe when test the hypothesis. (T)
16. You must assign to each person in the group a section of the problem to solve it. (T)
17. The problem should be broken down into smaller parts and solved gradually. (T)

Question 2: Choose the correct answer from the following options:

1. A scientific guess about how a problem occurs is called a
(a) final solution (b) experiment
(c) hypothesis (d) partial problem
2. When a technology problem is very complex, the best strategy to solve it is to
(a) ignore it and look for another problem
(b) break it down into smaller parts and solve it gradually
(c) start solving it without thinking
(d) ask for help from a random person
3. The purpose of testing a hypothesis is to
(a) prove that you were always right
(b) find out if the hypothesis failed in order to learn from the mistake
(c) put the device at risk
(d) magnify the problem
4. When we have a big task to begin with, how do we make it easier?
(a) Leave it as is.
(b) Break it down into several smaller tasks.
(c) Ask someone else to solve it completely.
(d) Distract from it.
5. If your hypothesis test fails, what is the most important thing you should learn?
(a) Never form hypotheses again.
(b) You cannot solve problems.
(c) What went wrong? How does this help you form a better hypothesis?
(d) The problem is unsolvable.

6. What action should be avoided when testing your hypothesis?

- (a) Formulating a new hypothesis
- (b) Applying any test that might endanger the device
- (c) Breaking down the problem
- (d) Asking for help from the teacher

7. In a trip planning task, determining the trip's destination represents

- (a) The hypothesis
- (b) The main problem
- (c) A small, divided part of the problem
- (d) The final step

8. What should you do when faced with a complex technology problem?

- (a) Try to solve it on your own
- (b) Ask for help from the teacher or specialists
- (c) Give up on the problem
- (d) Play on the computer

9. When a group of people are working on solving a large problem, how can the work be organized?

- (a) Everyone works on the same part.
- (b) A small part is assigned to each individual to solve.
- (c) No one participates.
- (d) One person solves everything.

10. Problem-solving requires

- (a) Randomness
- (b) Taking steps to think about and solve it.
- (c) Wasting time
- (d) Reading novels.

11. If you and your group face a problem, to solve it you should

- (a) Assign a part of the problem to each person.
- (b) Give the problem to one person to solve.
- (c) Solve the problem alone.
- (d) Leave the problem unsolved.

12. To facilitate solving a large problem,

- (a) The problem should be divided into small parts.
- (b) It should not be solved.
- (c) It should not be distributed among the group members.
- (d) Find a single solution.

Unit 4: Lesson 2 Questions: Presenting Information**Question 1: Write (True) or (False):**

- 1) Margins are the empty space left around the edges of a poster. (T)
- 2) Publisher is the best tool for designing professional posters. (T)
- 3) It is preferable to use more than five colors in the design to make it attractive. (F)
- 4) If you choose a complex font, it will help your audience read it easily. (F)
- 5) Images used in a poster should be appropriate for the content and of high quality. (T)
- 6) To access Microsoft 365, you need an updated digital device. (T)
- 7) If the content is placed very close to the edges, the poster will appear more visually appealing. (F)
- 8) Word processing software can also be used to design posters. (T)
- 9) We don't need to worry about the background color when choosing a font color. (F)
- 10) The image on the poster should be blurred to encourage the viewer to focus on the text. (F)
- 11) Make sure your computer is up to date so you can download Microsoft Office 365. (T)
- 12) Choose a font size that is easy to read for the billboard. (T)
- 13) Margin is the amount of space between the edges of the poster or billboard and its content. (T)
- 14) Choose a complex font type for the billboard that is easy to read. (F)
- 15) When creating a poster or billboard, the audience should be able to easily see your information. (T)
- 16) Images should be appropriate for the content you are sharing. (T)

Question 2: Choose the correct answer from the options in parentheses:

- 1) Which tool is considered best for designing a poster or digital billboard?
 (a) Word (b) PowerPoint
 (c) Publisher (d) Mobile application

2) What is the blank space left around the edges of a poster called?

- (a) Background
- (b) Colors
- (c) Margin
- (d) Font

3) What is the maximum number of colors that should be used in a single poster?

- (a) Five colors
- (b) Less than three colors
- (c) Ten colors
- (d) Only one color

4) If the font you use on the poster is complex, it:

- (a) Draws too much attention
- (b) Is distracting and difficult to read
- (c) Enhances the image quality
- (d) Makes the information easier for the audience to read

5) When using images on billboards, it is important that the images are:

- (a) Blurry
- (b) Not appropriate for the content
- (c) Clear, high-quality, and relevant to the subject matter
- (d) Contains a lot of text

6) Word is part of a software suite:

- (a) Google Drive
- (b) Microsoft 365
- (c) Adobe Suite
- (d) Vlaby

7) What is the visual disadvantage of adding content too close to the edges of the poster?

- (a) The poster will look overly well-designed
- (b) The poster will look cluttered and lack margins
- (c) It will enhance the poster's quality
- (d) It will make it easier to read

8) What should you check about your computer before downloading Microsoft 365 software?

- (a) It's too old.
- (b) It's not connected to the internet.
- (c) It's up to date to handle the software being downloaded.
- (d) Its font is too small.

9) When choosing colors, you should consider:

- (a) Your computer.
- (b) The font type only.
- (c) The background color.
- (d) Your mouse.

10) In general, in design, choosing a font that achieves:

- (a) Complexity.
- (b) Ambiguity.
- (c) Simplicity.
- (d) Excessive detail.

11) When creating a poster or billboard, you should:

- (a) Choose a very small font.
- (b) Choose a complex font style.
- (c) Choose a very large font size.
- (d) We choose an appropriate font size and style.

12) To use images on a billboard, we must:

- a) Use appropriate images of a suitable size.
- b) Use blurry images.
- c) Use very small images.
- d) Use poor-quality images.

Unit 4: Lesson 3 Questions: Algorithms

Question 1: Mark (True) or (False):

- 1) An algorithm is a series of steps that explains how to perform a task. (T)
- 2) Algorithms help to identify the least relevant search results. (F)
- 3) Following a recipe is a type of algorithm. (T)
- 4) There is no need to choose the correct words when searching; the search engine will always find the results. (F)
- 5) An algorithm for solving a math problem requires breaking the question down into parts. (T)
- 6) When cleaning a room, you can start by cleaning the floor before dusting the surfaces. (F)
- 7) When inputting imprecise keywords, the search engine's algorithm is very accurate in all cases. (F)
- 8) Search engines use a digital map database to provide directions to a location. (T)
- 9) An algorithm is a set of random instructions. (F)
- 10) Computers and their applications use algorithms to customize the desktop. (F)
- 11) Computers and applications need algorithms to function. (T)
- 12) A word processing program can check if a word is spelled correctly. (T)
- 13) A word processing program cannot check if a word is spelled correctly. (F)

Question 2: Choose the correct answer from the options in parentheses:

- 1) What is the sequence of steps that explains how to perform a task called?

(a) Keyword	(b) Digital search
(c) <u>Algorithm</u>	(d) Database
- 2) What does a search engine use to determine the most relevant results for your search topic?

(a) Food recipes	(b) Spelling mistakes
(c) <u>Algorithms</u>	(d) Images only

3) When solving a word problem in mathematics, it is often necessary to:

- (a) Ignore the question
- (b) Break the question down into parts and solve it in a series of steps
- (c) Use only one word
- (d) Ask for help without trying

4) If you use a search engine to find directions to a location, the engine will use:

- (a) Your personal files
- (b) A database of names and information found in digital maps
- (c) Math questions
- (d) Food recipes

5) What should you do to tell a search engine what task you want it to perform?

- (a) Shut down the computer
- b) Enter the keywords
- (c) Clean your room
- d) Prepare a meal

6) What happens if the keyword wording is not precise enough?

- (a) The engine algorithm is too precise
- (b) The engine algorithm may not be perfectly accurate in delivering the results
- (c) The room gets better organized
- (d) The devices stop working

7) A recipe for a meal (such as a falafel sandwich) is an example of:

- (a) a complex problem
- (b) a type of algorithm
- (c) a random result
- (d) a random, unstructured process

8) What should you choose carefully when trying to gather information?

- (a) background color
- (b) the correct words you are looking for
- (c) bedtime
- (d) the furniture in the room

9) What is the first step in a room cleaning algorithm?

- (a) Clean the floor (b) Dust
(c) Wipe down surfaces (d) Leave the room

10) Computers and their applications use algorithms to:

- (a) decorate a room (b) perform specific tasks
(c) cook food (d) send spam messages

11) A program can recognize whether a word is spelled correctly or not.

- a) Word b) Photoshop
c) Excel d) Flash

Unit 4: Lesson 4 Questions: Coding , the Language of Computers, and Game Creation**Question 1: Mark (True) or (False):**

- 1) Coding is writing multiple algorithms to create a complete program. (T)
- 2) Movies and animation were not created using programming. (F)
- 3) Algorithms are the basis of programming and are instructions for the computer.(T)
- 4) You can create video games using code. (T)
- 5) **Code.org** is an example of a website that helps you learn programming. (T)
- 6) coding cannot be used to solve mazes or problems that require sequential steps.(F)
- 7) When you solve a math problem, you use algorithms. (T)
- 8) When you program, you provide detailed instructions for a computer program. (T)
- 9) coding does not help us think logically to solve problems. (F)
- 10) coding is a very difficult language, and children cannot learn it. (F)
- 11) We use coding in the animations and video games we play online. (T)
- 12) Coding is writing multiple algorithms to create a complete program. (T)
- 13) The website code.org helps you learn coding using different coding languages. (T)

Question 2: Choose the correct answer from the options in parentheses:

- 1) What is the process of writing multiple algorithms to create a complete program called?

(a) Calculation	<u>(b) Coding</u>
(c) Cleaning	(d) Planning
- 2) What has been invented using programming?

(a) Food recipes only	<u>(b) Cartoons, movies, and online video games</u>
(c) Falafel patties	(d) Home furniture
- 3) Programming helps us learn an important strategy for solving

(a) Random puzzles	(b) Food recipes
<u>(c) Problems</u>	(d) Unsolvable mazes

4) What are the instructions and steps that tell a computer what to do called?

- (a) Helper programs
- (b) Computer language
- (c) Algorithms
- (d) Secret code

5) What website can help you learn programming?

- (a) Facebook
- (b) Code.org
- (c) Google Maps
- (d) Microsoft Word

6) When solving a maze, programming requires thinking about

- (a) random paths
- (b) sequential steps to get through the maze
- (c) getting out without following steps
- (d) shutting down the computer

7) What does the term "Coding" mean?

- (a) reading
- (b) handwriting
- (c) programming
- (d) coloring

8) When computers use algorithms, they perform

- (a) Any task
- (b) Specific tasks
- (c) Random movements
- (d) Sleeping

9) What should you give a computer program to solve a maze?

- (a) Your personal notes
- (b) Pictures from the internet
- (c) Instructions on how to solve it
- (d) Food recipes

10) Programming is the computer language that enables us to

- (a) Destroy games
- (b) Create and make games and movies
- (c) Disable devices
- (d) Send emails

11) Multiple algorithms can be written to create a complete program using

- (a) Programming
- (b) The screen
- (c) The keyboard
- (d) The mouse

Unit 4: Lesson 5 Questions: Exploring the Scratch Program**Question 1: Mark (True) or (False):**

- 1) Scratch uses scripting, like Python. (F)
- 2) Blocks in Scratch help students program without writing code. (T)
- 3) An object in Scratch can move, talk, and make sounds. (T)
- 4) The appearance of an object in Scratch cannot be changed. (F)
- 5) Tynker does not support JavaScript. (F)
- 6) The block area contains pre-built commands. (T)
- 7) The platform is the area where we build the programming blocks. (F)
- 8) A Scratch project can be started by clicking the green flag. (T)
- 9) New sounds cannot be added in Scratch. (F)
- 10) Scratch is suitable for children to learn programming. (T)

Question 2: Choose the correct answer from the options in parentheses:

- 1) What is the basic system that Scratch uses instead of writing complex text code?
(a) Complex code system (b) Blocks system
(c) Mathematical equation system (d) Drop-down list system
- 2) Which of the following sections in the Scratch screen is where the result of your final project (the display) appears?
(a) Code segments area (b) Blocks area
(c) Stage (d) Object library
- 3) What is the term for a group of blocks connected together that gives commands to a Sprite object?
(a) Sprite object (b) Block
(c) Script (d) Command

4) Voice commands are found in the area

- (a) Stage
- (b) Code segments
- (c) Blocks
- (d) Display

5) Which of the following block programming applications also supports scripting languages such as Python and JavaScript?

- (a) Scratch program
- (b) Tynker
- (c) Daisy the Dinosaur
- (d) Blockly

6) In which Blocks section can you find the "Move 100 Steps" block?

- (a) Events section (yellow)
- (b) Action section (blue)
- (c) Appearance section (purple)
- (d) Sound section (pink)

7) What is the default object (first character) that appears when you open Scratch?

- (a) Soccer ball
- (b) Wizard
- (c) Scratch Cat
- (d) Horse

8) Which Blocks section contains the "When we click" block, which is the start block?

- (a) Appearance section
- (b) Controls section
- (c) Sound section
- (d) Events section

9) What is the purpose of adding the "Move 20 Steps" block?

- (a) Repeat the action twice
- (b) Move the object 20 steps
- (c) Make the object make a sound
- (d) Make the object say "Hello!"

10) Which of the following applications is an open-source visual programming language that can be integrated with other languages such as Python?

- (a) Movie Maker
- (b) Blockly
- (c) Daisy the Dinosaur
- (d) Paint

Unit 4: Lesson 6: Graphic Art: Creating and Editing Digital Images**Question 1: Mark (True) or (False):**

- 1) Paint is used to create drawings and edit images. (T)
- 2) The process of selecting specific parts of an image to cut out the rest is called "cropping." (T)
- 3) Word cannot be used to add graphic elements, such as shapes. (F)
- 4) To add text to an image in Paint, a white space must be created for the text. (T)
- 5) Popular image and graphics editing programs are only available on mobile phones. (T)
- 6) You can change the size or orientation of an image using Paint. (T)
- 7) Graphic design tools in Word can be accessed from the Insert tab. (T)
- 8) When you open Paint, you will find the available tools in the menu bar and the toolbar. (F)
- 9) Algorithms are the main tools in Paint. (T)
- 10) Colors cannot be filled using the custom options in Paint. (F)
- 11) Paint is a popular image editing program. (T)
- 12) Microsoft Paint allows you to design and save an image. (T)
- 13) The toolbar contains the tools you need for your drawing. (T)

Question 2: Choose the correct answer from the options in parentheses:

- 1) Which of the following programs is a common image and graphics editing program?
 (a) Publisher (b) Microsoft Paint
 (c) Google Chrome (d) Excel
- 2) What is the process of selecting specific parts of an image to use, and then cropping the rest, called?
 (a) Coloring (b) Cropping
 (c) Inserting (d) Erase
- 3) Where can you find graphic tools such as shapes and icons in a word processing program (Word)?
 (a) On the taskbar (b) On the Start menu
 (c) On the File tab (d) On the Insert tab of the menu bar

4) When you open Paint, you can find the available editing tools in:

- (a) The search bar
- (b) The menu bar and toolbox
- (c) The Settings menu
- (d) The Publisher program

5) What should you drag when adding text to an image in Paint?

- (a) Close button
- (b) Right mouse pointer
- (c) Menu bar
- (d) The entire image

6) Paint is part of:

- (a) Internet browsers
- (b) Video games
- (c) Accessories in the Start menu
- (d) Search engines

7) Word can help design graphic elements, such as:

- (a) Email
- (b) Map databases
- (c) Shapes and diagrams
- (d) Video chats

8) What can you change about an image using Paint?

- (a) Change the entire subject of the image
- (b) Change the image size or orientation
- (c) Change computer settings
- (d) Change the designer's name

9) To open Paint, look for it in the:

- (a) Tools
- (b) Start menu
- (c) Files
- (d) Slides

10) Graphic art is a field related to:

- (a) Writing long texts
- (b) Creating and editing digital images and graphics
- (c) Sending emails
- (d) Solving mathematical problems

11) The program is one of the popular image editing programs.

- (a) Paint
- (b) Word
- (c) Facebook
- (d) Twitter

حمل الآن

مجاناً وحصرياً

المراجعة رقم (4)

الترم الثاني



Q1: Choose the correct answer

1. What is the main goal of using digital technology?
 - a. To make life harder
 - b. To make tasks easier and help people
 - c. To prevent communication between people
 - d. To waste time
2. Creative people use digital technology tools to find that benefit people.
 - a. problems
 - b. errors
 - c. difficulties
 - d. real solutions
3. How can a digital application help people?
 - a. To sing to them
 - b. To obtain help from the right organization
 - c. To buy clothes for them
 - d. To take them to school
4. Which example shows how technology made travel easier?
 - a. Going to the library
 - b. Booking airplane tickets online
 - c. Playing in the park
 - d. Drawing on paper
5. Through the Internet, you can book tickets for
 - a. trains
 - b. airplanes
 - c. museums
 - d. all of them
6. One benefit of websites is
 - a. making information available for everyone
 - b. stopping people from talking to each other
 - c. making the weather hot
 - d. making shopping harder
7. What do we achieve when we use technology in a positive way?
 - a. We cause problems for others.
 - b. We help achieve success.
 - c. We stop people from learning.
 - d. We make life harder.
8. The is considered a source where a wealth of information is available.
 - a. gaming app
 - b. music player
 - c. EKB website
 - d. chat room
9. Which of these is a digital tool?
 - a. A paper book
 - b. A pencil
 - c. An app on a smartphone
 - d. A paper magazine



- 10. Which financial problem can be solved using digital applications?**
- a. Difficulty cooking
 - b. Difficulty sleeping
 - c. Difficulty riding a bike
 - d. Difficulty paying bills
- 11. Technology helps people communicate better and build good**
- a. relationships
 - b. fences
 - c. barriers
 - d. enemies
- 12. What can we book tickets for online?**
- a. Visiting museums and historical places
 - b. Buying vegetables from the shop
 - c. Playing football
 - d. Swimming in the sea
- 13. Using technology in a positive way helps us become successful**
- a. gamers
 - b. digital citizens
 - c. hackers
 - d. viewers
- 14. How does technology help improve communication between people?**
- a. It stops people from talking.
 - b. It helps build good relationships and solve problems.
 - c. It makes communication harder.
 - d. It increases misunderstanding.
- 15. What is the benefit of applications designed to serve the community?**
- a. Wasting time and money
 - b. Making life harder
 - c. Helping communities grow and solve problems
 - d. Stopping people from helping each other
- 16. All of the following are benefits of technology, EXCEPT**
- a. easy access to services
 - b. solving problems
 - c. wasting time
 - d. improving communication
- 17. is the ability to use digital technology ethically, responsibly, and safely.**
- a. Digital footprint
 - b. Piracy
 - c. Digital citizenship
 - d. Programming
- 18. The things you do online that leave a trace are called**
- a. passwords
 - b. rights
 - c. responsibilities
 - d. digital footprint



- 19. One of the most important responsibilities online is**
- a. sharing content immediately
 - b. respecting intellectual property and avoiding piracy
 - c. not checking any sources
 - d. using content to hurt others
- 20. Digital footprint includes**
- a. the websites you visit
 - b. the photos you post
 - c. the comments you write
 - d. all of them
- 21. When interacting with others online, you should**
- a. share your opinions in a rude way
 - b. ignore them
 - c. show positive behavior and be respectful
 - d. ask for their personal information
- 22. As a digital citizen, you must balance your with spending time with family and friends.**
- a. sleeping time
 - b. online time
 - c. school time
 - d. sports time
- 23. What should you do when you find information for your research?**
- a. Ignore the source.
 - b. Use it without asking.
 - c. Check, evaluate, and cite the sources.
 - d. Share it immediately.
- 24. Illegal copying or stealing of protected content to sell it to others is called**
- a. citizenship
 - b. responsibility
 - c. digital footprint
 - d. piracy
- 25. What is one of your rights as a digital citizen?**
- a. Stealing content from the Internet
 - b. Not having my digital footprint copied without permission
 - c. Ignoring time with my family
 - d. Sharing other people's photos
- 26. To use the Internet safely, you should use passwords.**
- a. weak
 - b. short
 - c. strong
 - d. no
- 27. Using the Internet safely means**
- a. using a simple password
 - b. visiting any random website
 - c. using updated software and strong passwords
 - d. not watching your screen time



28. All of the following are digital rights, EXCEPT
- a. committing piracy
 - b. safe access
 - c. protection
 - d. expressing opinions
29. When intellectual property rights are not respected, this is called
- a. positive interaction
 - b. citing sources
 - c. piracy
 - d. a clean digital footprint
30. An example of responsible use of the Internet is
- a. sharing your opinion
 - b. balancing Internet use with face-to-face communication
 - c. using technology only when needed
 - d. watching anything randomly
31. It is very important not to share your information or others' information online in a/an
- a. responsible way
 - b. unsafe and irresponsible way
 - c. safe way
 - d. positive way
32. communication happens in real time and needs an instant response.
- a. Asynchronous communication
 - b. Email
 - c. Synchronous communication
 - d. Regular mail
33. Video chats are an example of communication.
- a. asynchronous communication
 - b. traditional communication
 - c. synchronous communication
 - d. recorded messages
34. The best way to send a formal message to your teacher or an official is
- a. instant messaging
 - b. video chats
 - c. chat rooms
 - d. emails
35. Chat rooms are often used for
- a. long personal talks
 - b. sending formal homework
 - c. discussing a specific school subject or idea
 - d. phone calls
36. communication does not require an instant response and can be replied to later.
- a. Synchronous
 - b. Asynchronous
 - c. Live
 - d. Instant



37. To have a video chat, you need a device equipped with a
- a. camera
 - b. microphone
 - c. printer
 - d. both a and b
38. Which of these tools does NOT need you and the recipient to be online at the same time?
- a. Instant messaging
 - b. Video chats
 - c. Email
 - d. Live TV calls
39. is an example of synchronous communication where people see and hear each other.
- a. Email
 - b. Video chat
 - c. Recorded video
 - d. Mail
40. What tool is needed for video chats?
- a. A voice recorder only
 - b. A fax machine
 - c. A device with a camera and microphone
 - d. A pen and paper
41. Synchronous communication allows you to
- a. send a file and get a reply the next day
 - b. send a long formal message
 - c. exchange information and files between people without delay
 - d. read educational articles
42. A mobile application is a program on your device that gives you direct access to
- a. cooking and recipes only
 - b. email, social media, and video chats
 - c. paper school books
 - d. physical sports
43. Chat rooms usually focus on one particular
- a. subject
 - b. person
 - c. device
 - d. country
44. Sending a digital file or a recorded educational program is an example of
- a. synchronous communication
 - b. asynchronous communication
 - c. video chats
 - d. instant messaging



45. Asynchronous communication is better for sending and important files.

- a. large
- b. small
- c. fast
- d. instant

46. Instant messaging (IM) is an example of

- a. synchronous communication
- b. asynchronous communication
- c. formal emails
- d. slow messaging

47. All of the following are synchronous tools, EXCEPT

- a. video chats
- b. instant messages
- c. chat rooms
- d. emails

48. To access the Internet, we use a browser, such as

- a. WhatsApp
- b. Facebook
- c. Google Chrome
- d. Excel

49. A gives you direct access to programs like social media and video chats.

- a. mobile app
- b. printer
- c. screen
- d. keyboard

50. If you are in a video chat with your classmates, you should mute the microphone when

- a. joining the call
- b. leaving the call
- c. it's another person's turn to talk
- d. in the entire call

51. During a video chat, you should mute your when someone else is talking.

- a. camera
- b. microphone
- c. screen
- d. speaker

52. Instant messaging is considered a/an communication tool.

- a. formal
- b. informal
- c. complicated
- d. slow

53. Where do you write the email address of the email recipient?

- a. In the To box
- b. In the CC box
- c. In the Subject line
- d. At the end of the message



- 54. If your camera is ON during a video chat, you must be properly**
a. dressed
b. sleeping
c. drinking
d. eating
- 55. When writing an email, you should use**
a. correct grammar
b. greetings and endings
c. emojis and slang
d. both a and b
- 56. During a video call, if the camera is on, make sure your is/are NOT in your background.**
a. school books
b. personal information
c. home address
d. both a and b
- 57. What should you do if you want to join a video call?**
a. Join directly.
b. Leave the room.
c. Click on the link and wait to be let in.
d. Turn off the camera immediately.
- 58. In an email, the recipient's address is written in the field.**
a. Subject
b. To
c. From
d. Attach
- 59. In chat rooms, who can read your messages?**
a. Only your teacher
b. Only you
c. Anyone who has access to the chat room
d. Only the person you sent the message to
- 60. Unlike instant messaging, are commonly used in formal situations like messaging a teacher.**
a. video chats
b. chat rooms
c. emails
d. phone calls
- 61. What is the main purpose of using email?**
a. Formal situations
b. Sending entertainment symbols
c. Quick and instant conversations
d. Sharing random videos
- 62. What should you do when using instant messaging?**
a. Use very long and formal sentences.
b. Post information about others.
c. Have good manners when dealing with others.
d. Send large files without warning.



63. Which part should provide clear information about the content of the email?

- a. The "To" box
- b. The Subject line
- c. The greeting
- d. The message body

64. All of the following are rules for video chats, EXCEPT

- a. being polite
- b. being properly dressed
- c. showing your address
- d. muting the mic

65. Which of the following platforms is an example of online learning environments?

- a. Paint
- b. Email
- c. Edmodo
- d. WhatsApp

66. To conduct science experiments in a safe and fun virtual environment, you can use

.....

- a. Vlaby
- b. EKB
- c. WhatsApp
- d. Mapmaker

67. All of the following can be provided by online learning environments, except

.....

- a. advanced math lessons
- b. scientific experiments only
- c. various topics like animals, science, history, and geography
- d. writing files

68. is a free online tool used for mapping, data collection, and research.

- a. Vlaby
- b. Interactive Mapmaker
- c. Edmodo
- d. EKB

69. The main feature of the Vlaby platform is that it allows students to

- a. download school exams
- b. communicate with parents only
- c. conduct scientific experiments in an interactive environment
- d. read paper books

70. Teachers can use Edmodo to upload virtual lessons, homework, and

- a. quizzes
- b. physical books
- c. food
- d. toys

71. When looking for information online, you should always rely on sources.

- a. fake
- b. reliable
- c. unknown
- d. personal



- 72. The Egyptian Knowledge Bank (EKB) is**
- a. an instant messaging app
 - b. a tool for drawing pictures only
 - c. the first digital library in Egypt that contains various sources
 - d. a program for playing games
- 73. What is the purpose of using the Interactive Mapmaker?**
- a. Online mapping and researching using data
 - b. Making video calls
 - c. Watching entertainment movies
 - d. Downloading math homeworks
- 74. What can teachers provide through learning environments like Edmodo?**
- a. Video games only
 - b. Virtual lessons, uploading exams, and assignments
 - c. Communicating with school principals only
 - d. Sending emails
- 75. What is the most important feature that the digital learning tools we use should have?**
- a. To be colorful
 - b. To contain pictures
 - c. To be reliable and safe
 - d. To be for teachers only
- 76. You can access topics, articles, and videos in the Egyptian Knowledge Bank by simply**
- a. sending an official request
 - b. clicking on the source
 - c. visiting the school
 - d. using an external app
- 77. Online learning environments allow communication between teachers and students**
- a. only when they are in the same place
 - b. regardless of where they are
 - c. via a landline phone
 - d. at specific times in the morning only
- 78. The Vlaby platform is classified as a platform that allows students to**
- a. watch pictures only
 - b. interact with scientific content
 - c. read texts only
 - d. instant message
- 79. Interactive Mapmaker is a tool that works on**
- a. tablets
 - b. laptops
 - c. both a and b
 - d. none of them
- 80. All of the following are reliable online learning sources, EXCEPT**
- a. EKB
 - b. Vlaby
 - c. Edmodo
 - d. unverified blogs



- 81. What is the first step you should take before starting any digital research?**
- a. Start searching immediately
 - b. Planning, choosing the topic, and focusing
 - c. Printing the report
 - d. Writing the conclusion
- 82. sources are written and verified by experts and have no spelling mistakes.**
- a. Reliable
 - b. Unreliable
 - c. Personal
 - d. Hacked
- 83. What is the organized set of notes that helps you arrange your ideas for a report?**
- a. Detailed report
 - b. Reliable source
 - c. Outline
 - d. Final conclusion
- 84. All of the following are unreliable sources, EXCEPT**
- a. Facebook
 - b. blogs
 - c. Wiki pages
 - d. published articles
- 85. The information found on social media sites is considered**
- a. reliable
 - b. accurate
 - c. unreliable
 - d. professional
- 86. What should you write in your notes when you use a reliable source?**
- a. Detailed, accurate notes
 - b. Crediting the sources
 - c. Your personal opinion only
 - d. Both a and b
- 87. Planning before conducting a digital search helps you make sure your information is**
- a. fake
 - b. correct and reliable
 - c. long
 - d. difficult
- 88. Which part of an outline presents the ideas and information you found in the research?**
- a. Introduction
 - b. Supporting paragraphs
 - c. Conclusion
 - d. Subject line
- 89. A digital search can include many types of sources, such as**
- a. text
 - b. videos
 - c. images
 - d. all of them



- 90. A digital research can include non-text sources such as**
- a. paper books
 - b. videos and audio recordings
 - c. regular mail letters
 - d. outlines only
- 91. In which way should reliable sources be written?**
- a. Professional, careful
 - b. Without grammar errors
 - c. Informal
 - d. Both a and b
- 92. What should be focused on in the introduction when writing a report?**
- a. Final research results
 - b. Briefly presenting the report topic
 - c. Unreliable sources
 - d. Final conclusion
- 93. Using an helps you present the information in your report in a logical way.**
- a. outline
 - b. image
 - c. audio
 - d. error
- 94. The part of your report introduces the topic you are researching.**
- a. introduction
 - b. conclusion
 - c. attachment
 - d. footnote
- 95. The provides final thoughts and explains what you learned from your research.**
- a. introduction
 - b. supporting paragraph
 - c. conclusion
 - d. outline
- 96. In your report, the present the details and information you found about the topic.**
- a. greetings
 - b. titles
 - c. supporting paragraphs
 - d. endings
- 97. What should you do when you find information before using it?**
- a. Start writing immediately.
 - b. Evaluate it and make sure it is reliable.
 - c. Post it on social media.
 - d. Mention your personal opinion only.
- 98. Which of the following should you ask to find valid sources for your research?**
- a. A friend who doesn't know the topic
 - b. An online blogger
 - c. Your teacher or the school librarian
 - d. A commercial advertisement
- 99. An educated guess about how a problem happens is called**



- a. the final solution
- b. an experiment
- c. a hypothesis
- d. a partial problem

100. The best strategy when a technology problem is very complex is to _____.

- a. ignore it and look for another problem
- b. break it into small parts and solve gradually
- c. start solving without thinking
- d. ask anyone randomly for help

101. The purpose of testing a hypothesis is _____.

- a. to prove you are always right
- b. to know if the hypothesis failed and learn from your mistakes
- c. to put the device at risk
- d. to make the problem bigger

102. When you have a big task, how do you make it easier?

- a. Leave it as it is.
- b. Break it into smaller tasks.
- c. Ask someone else to solve it completely.
- d. Get distracted.

103. Rodina tries to open an app, but it won't work properly. She thought the app might need an update. Rodina's thought about the update is known as _____.

- a. breaking down the problem
- b. data collection
- c. a final result
- d. constructing a hypothesis

104. If your hypothesis test fails, what is the most important thing to learn?

- a. Never make another hypothesis.
- b. That you cannot solve the problem.
- c. What went wrong and how it helps you build a better hypothesis.
- d. That the problem is unsolvable.

105. Yassin's printer is not working. He thinks a piece of paper might be stuck inside. He plans to open the printer carefully and check. What is Yassin doing by checking the tray safely?

- a. Constructing a hypothesis
- b. Testing the hypothesis
- c. Learning from his mistakes
- d. Making the problem more complicated

106. What should you avoid when testing your hypothesis?

- a. Building a new hypothesis
- b. Doing tests that may put the device at risk
- c. Dividing the problem
- d. Asking the teacher for help

107. Ahmed plays a game on his tablet which is slow. He restarts the tablet, but the tablet is still slow. He said, "Now I know restarting didn't help. Maybe the tablet memory is full." What is Ahmed doing?

- a. Learning from his mistakes
- b. Creating a successful hypothesis
- c. Breaking down the problem
- d. Asking for help



- 108. When organizing a trip, deciding the destination represents _____.**
a. the hypothesis
b. the big problem
c. a small part of the problem
d. the final step
- 109. Adam is writing a program, and it has an error. He is stuck and does not know what to do next, what should Adam do?**
a. Delete the whole program.
b. Ask his teacher for help.
c. Keep making the same mistake.
d. Close the computer and walk away.
- 110. What should you do when facing a complex technology problem?**
a. Try to solve it by yourself only.
b. Ask the teacher or specialists for help.
c. Give up on the problem.
d. Ask the computer for help.
- 111. When solving a big problem in a group, how can you organize the work?**
a. Everyone works on the same part.
b. Assign a small part to each person to solve.
c. No one participates.
d. One person solves everything.
- 112. Solving problems requires _____.**
a. randomness
b. taking steps to think about the problem and solving it
c. wasting time
d. reading novels
- 113. Which tool is considered the best for designing a digital poster or advertisement board?**
a. Microsoft Word
b. Microsoft PowerPoint
c. Microsoft Publisher
d. Mobile app
- 114. To write text and create simple posters, you can use _____.**
a. Microsoft Publisher
b. Microsoft Word
c. Microsoft PowerPoint
d. both a and b
- 115. What is the name of the empty space around the edges of the poster?**
a. Contrast
b. Colors
c. Margins
d. Font type
- 116. The _____ bundle offers excellent options for designing posters like PowerPoint and Word.**
a. Microsoft 365
b. Windows 10
c. Google
d. Android
- 117. What is the maximum number of colors recommended for a single poster?**



- a. Five colors
 - b. Less than three colors
 - c. Ten colors
 - d. Only one color
- 118. When designing a poster, it is recommended to keep a fixed margin of _____.**
- a. 1.5 cm
 - b. 2.5 cm
 - c. 3.5 cm
 - d. 5 cm
- 119. If the font you use in the poster is complicated, it _____.**
- a. strongly attracts the attention
 - b. distracts and makes it hard to read
 - c. increases the image quality
 - d. makes it easy for viewers to read
- 120. _____ is/are used to create attractive slides easily and quickly.**
- a. Microsoft PowerPoint
 - b. Microsoft Word
 - c. Microsoft 365
 - d. All of them
- 121. When using images in posters, the images should be _____.**
- a. clear
 - b. high-quality
 - c. relevant to the topic
 - d. all of them
- 122. It's preferable not to add more than _____ colors in your digital poster.**
- a. five
 - b. four
 - c. three
 - d. two
- 123. The Word processor (Word) is part of which software package?**
- a. Google Drive
 - b. Microsoft 365
 - c. Adobe Suite
 - d. Vlab
- 124. What is the visual problem if you add content too close to the edges of the poster?**
- a. The poster will look well-designed.
 - b. The poster will look crowded and lack proper margins.
 - c. It will increase the quality of the poster.
 - d. It will make reading easier.
- 125. You should check if your computer _____ before installing Microsoft 365 programs.**
- a. is very old
 - b. is not connected to the Internet
 - c. is updated to run the program
 - d. has very small storage
- 126. When choosing colors, you should consider the color of _____.**
- a. your computer
 - b. your font



- c. your background
- d. the mouse

127. In general, when choosing a font in a design, it should reflect _____.

- a. complexity
- b. ambiguity
- c. simplicity
- d. excessive details

128. _____ is the series of steps that explains how to do a task.

- a. Keyword
- b. Digital search
- c. Algorithm
- d. Database

129. Every time you type _____ in a search engine, the engine uses algorithms to provide results.

- a. keywords
- b. numbers
- c. images
- d. emails

130. A search engine uses _____ to find the most relevant results for your search.

- a. recipes
- b. typing mistakes
- c. only images
- d. algorithms

131. _____ means that the algorithm should stop after a limited number of steps.

- a. Effectiveness
- b. Input
- c. Finiteness
- d. Definiteness

132. When solving a word problem in math, what is usually required?

- a. Ignoring the question
- b. Dividing the question into parts and follow a set of steps
- c. Using only one word
- d. Asking for help without trying

133. In the algorithm, to add two numbers, the step " $C = A + B$ " is used to _____.

- a. enter numbers
- b. calculate the sum
- c. show the result
- d. stop the steps

134. If you use a search engine to get directions to a place, the engine will use _____.

- a. your personal items
- b. a database of names and information from digital maps
- c. math questions
- d. recipes

135. Every step in a good algorithm should be clear and not confusing; this feature is called _____.

- a. definiteness
- b. effectiveness
- c. output



d. finiteness

136. What should you do to tell the search engine what task you want it to perform?

- a. Turn off the computer.
- b. Prepare a meal.
- c. Clean your room.
- d. Enter the keywords.

137. An algorithm should produce at least one _____, which is the solution.

- a. input
- b. keyword
- c. output
- d. step

138. What happens if your keywords are not clear enough?

- a. The search engine's algorithm will be very accurate.
- b. The room will be cleaner.
- c. The search engine's algorithm may not give accurate results.
- d. The computer will stop working.

139. A recipe to make a meal (like a falafel sandwich) is an example of _____.

- a. a complicated problem
- b. a random result
- c. an algorithm
- d. a disorganized random process

140. You should choose _____ carefully when searching for information.

- a. the color of the notebook
- b. the correct keywords for your search
- c. your bedtime
- d. the furniture in the room

141. What is the first step in an algorithm to clean a room?

- a. Clean the floor.
- b. Clean the dust.
- c. Wipe the surfaces.
- d. Leave the room.

142. Computers and applications use algorithms to _____.

- a. perform specific tasks
- b. decorate the room
- c. cook food
- d. send spam messages

143. The process of writing multiple algorithms to create a complete program is called _____.

- a. math
- b. coding
- c. cleaning
- d. planning

144. _____ are created using coding.

- a. Animations
- b. Movies
- c. Online games
- d. All of them

145. Coding teaches you how to think _____ to solve problems.

- a. fast



- b. logically
- c. randomly
- d. slowly

146. Coding helps us learn an important strategy to solve _____.

- a. random puzzles
- b. food recipes
- c. problems
- d. unsolvable mazes

147. The instructions and steps that tell the computer what to do is called _____.

- a. helper programs
- b. computer language
- c. algorithms
- d. secret code

148. Which of the following is NOT an example of algorithms?

- a. Solving a math problem
- b. Making a falafel sandwich
- c. Playing football
- d. Following steps

149. The computer language is called _____.

- a. maze
- b. animation
- c. recipe
- d. coding

150. Which website can help you learn coding?

- a. Facebook
- b. Code.org
- c. Google Maps
- d. Microsoft Word

151. When solving a maze, coding requires thinking about _____.

- a. random paths
- b. a series of steps to pass the maze
- c. leaving without following steps
- d. turning off the computer

152. What does the term "Coding" mean?

- a. Reading
- b. Handwriting
- c. Programming
- d. Painting

153. When computers use algorithms, they perform _____.

- a. any task
- b. specific tasks
- c. random actions
- d. sleeping

154. You should give _____ to the computer program to solve a maze.

- a. your personal notes
- b. pictures from the Internet
- c. instructions on how to solve
- d. food recipes

155. Coding is the writing of _____ algorithm(s) to make a complete program.



- a. a single
 - b. two
 - c. multiple
 - d. none of them
- 156. Coding is the computer language that allows us to _____.**
- a. destroy games
 - b. create and design games and movies
 - c. stop devices from working
 - d. send emails only
- 157. Hamza wants to create a cartoon movie. He should learn _____.**
- a. math
 - b. coding
 - c. browser
 - d. music
- 158. Scratch uses _____ instead of writing complex text codes.**
- a. complex codes
 - b. blocks
 - c. math formulas
 - d. drop-down menu
- 159. In Scratch, the characters or objects that perform actions on the screen are called _____.**
- a. Sprites
 - b. Scripts
 - c. Stages
 - d. Blocks
- 160. On which part of the Scratch screen can you view the output of your project?**
- a. Scripts Area
 - b. Blocks Area
 - c. Stage Area
 - d. Sprite Library
- 161. What is the term for a group of connected blocks that give commands to a sprite?**
- a. Script
 - b. Block
 - c. Sprite
 - d. Command
- 162. What is the function of the block "Next Costume" in Scratch?**
- a. Move the sprite 10 steps.
 - b. Play the "meow" sound.
 - c. Change the sprite's look to make it appear like it is walking.
 - d. Show a text message.
- 163. Which block-based coding application also supports text-based languages like Python and JavaScript?**
- a. Scratch
 - b. Tynker
 - c. Daisy the Dinosaur
 - d. Blockly
- 164. In which category of blocks can you find the block "Move 10 Steps"?**
- a. Events (yellow)
 - b. Sound (pink)



- c. Looks (purple)
- d. Motion (blue)

165. What is the default sprite that appears when opening Scratch?

- a. Soccer Ball
- b. Wizard
- c. Cat Sprite
- d. Horse

166. Which blocks category contains the block "When Green Flag Clicked," which represents the start block?

- a. Looks
- b. Control
- c. Sound
- d. Events

167. Which of the following is an open-source visual programming language and can be integrated with other languages like Python?

- a. Movie Maker
- b. Blockly
- c. Daisy the Dinosaur
- d. Paint

168. You can run the Scratch program _____.

- a. by downloading it
- b. online via a website
- c. only on mobile phones
- d. both a and b

169. Creating and editing digital pictures and drawings is called _____.

- a. Word Processing
- b. networking
- c. programming
- d. graphic art

170. To open the Paint program, you should click the Start-up menu, then _____.

- a. Microsoft Word
- b. SmartArt
- c. Accessories
- d. Icons

171. Ahmed wants to keep only a specific part of a photo and delete the rest. He should use the _____ feature in Paint.

- a. cropping
- b. 3D models
- c. adding text
- d. shapes

172. In Microsoft Paint, the _____ contains all the tools you need to draw and color.

- a. Menu Bar
- b. Toolbox
- c. Start-up menu
- d. Status Bar

173. Yara wants to add her name on a drawing; she should first click on the _____ of the photo.

- a. top-left corner
- b. center



- c. top-right corner
d. bottom-right corner
174. _____ is a popular program used to edit pictures and drawings.
a. Publisher
b. Microsoft Paint
c. Google Chrome
d. Excel
175. _____ means selecting specific parts of a picture and deleting the rest.
a. Coloring
b. Cropping
c. Inserting
d. Erasing
176. All of the following are graphic tools found in the Microsoft Word "Insert" menu, EXCEPT _____.
a. 3D Models
b. SmartArt
c. Accessories
d. Icons
177. Where can you find graphic tools like shapes and icons in Word?
a. In the Menu Bar
b. In the Start Menu
c. In the File tab
d. In the Insert Menu Bar
178. When you open Paint, where can you find the available editing tools?
a. Menu Bar
b. Toolbox
c. Settings
d. Both a and b
179. To add text in Paint, you should drag the _____.
a. close button
b. mouse pointer to the right
c. Menu Bar
d. whole picture
180. Paint program is one of the _____.
a. internet browsers
b. video games
c. Accessories in the Start menu
d. search engines
181. Word can help design graphic elements like _____.
a. emails
b. map databases
c. shapes and charts
d. video calls
182. What can you change in a picture using Paint?
a. The whole picture theme
b. The size or direction
c. The computer settings
d. The designer's name
183. To open Paint, you search for it in the



- a. Tools
- b. Start-up menu
- c. Files
- d. Presentations

184. Graphic art is a field that focuses on _____.

- a. writing long texts
- b. creating and editing digital pictures and drawings
- c. sending emails
- d. solving math problems

Q2: Put (✓) or (X)

1. Digital tools can be used to find solutions to daily problems. ()
2. Technology makes paying bills more difficult. ()
3. We can use applications to get help from the right organizations. ()
4. Booking airplane tickets cannot be done online. ()
5. Digital tools make booking museum tickets easier. ()
6. Creative people use digital tools to design useless applications. ()
7. Technology always harms people and never helps them. ()
8. Technology is useful for designing websites and applications. ()
9. Good communication helps people build good relationships. ()
10. Using technology positively helps communities grow and progress. ()
11. Information became harder to get because of the Internet. ()
12. Communities can benefit from digital solutions. ()
13. A wealth of information is available on the EKB website. ()
14. EKB stands for Egyptian Knowledge Bank. ()
15. Digital tools make daily tasks easier for us. ()
16. You can't book a ticket to visit the Grand Egyptian Museum online. ()
17. A digital footprint is everything you do on the Internet; it is important to have a positive footprint. ()
18. Digital citizens only use the Internet for playing games. ()
19. Digital citizenship is only knowing how to use a computer. ()
20. You have the right to ask for protection against piracy for videos you have created. ()
21. Digital citizenship means using technology in an unethical and unsafe way. ()
22. It is not important if you use a weak password as long as you do not share it. ()
23. Piracy means copying someone else's content to share or sell it. ()
24. It is okay to share other people's videos without their permission. ()
25. You do not need to check or cite sources you find on the Internet because all of them are correct. ()
26. A good digital citizen balances Internet use with real-life social activities. ()
27. Synchronous communication happens in real time and needs a quick response. ()
28. You cannot use email to talk to your teacher about a school project. ()



29. Email is an example of asynchronous communication. ()
30. Synchronous communication is like face-to-face communication but online. ()
31. In synchronous communication, both people must be online at the same time. ()
32. Synchronous communication is suitable for discussing school topics quickly. ()
33. An email requires an instant response from the person receiving it. ()
34. During a video call, you should behave as if you are in a public place. ()
35. Instant messaging is a formal tool where you must use full sentences. ()
36. Make sure your background does not show personal information during video chats. ()
37. An email must include polite greetings and endings. ()
38. Leave the camera on even if you are not wearing appropriate clothes. ()
39. In chat rooms, you should always be polite, helpful, and positive. ()
40. Anyone in a chat room can read the messages you type and send. ()
41. Email is suitable for messaging your teacher or school manager. ()
42. It is polite to leave your microphone on while others are speaking in a video chat. ()
43. It is important to mute your microphone when you are not talking during a video call. ()
44. You can use emojis and pictures in instant messages. ()
45. The "To" box in an email is for writing the subject of the message. ()
46. Email is the best tool for casual, fun chatting with friends. ()
47. In chat rooms, your message is private and only seen by the receiver. ()
48. Using correct grammar is an important rule when writing an email. ()
49. It is important to make sure that email attachments are safe and accurate. ()
50. Online learning environments allow teachers to provide virtual lessons for students.
51. Learning today is limited only to the physical classroom.
52. The Egyptian Knowledge Bank (EKB) is considered an online learning environment not a learning source.
53. Vlab is a platform that allows students to conduct scientific experiments in an interactive environment.
54. Interactive Mapmaker provides tools for online mapping and data collection.
55. Reliable online sources are not important for research and data collection.
56. You should start your digital research by planning the topic and focusing on it.
57. Reliable sources are those that provide information written professionally and free of spelling errors.
58. Planning helps you collect reliable and accurate information.
59. The conclusion in a report presents the report topic in detail.
60. Unreliable sources are often full of opinions, errors, and even lies.
61. ICT problems become easier when we break them into small parts. ()
62. A hypothesis is the final solution to how the problem happened. ()
63. You should always try to solve technical problems by yourself without asking for help. ()
64. Logical thinking steps are necessary to understand and fix technology problems. ()
65. The problem-solving procedures can be applied to real-life problems, not just technology problems. ()



66. Testing the hypothesis should not include any risk to the device you are using. ()
67. If a test fails, you haven't learned anything useful. ()
68. The teacher can help in organizing and solving big tasks and problems. ()
69. When a hypothesis test fails, you should feel frustrated and stop trying. ()
70. Logical thinking steps are only needed for complicated problems, not daily life tasks. ()
71. If you solve a problem in a group, each person should solve a small part of the problem. ()
72. A hypothesis is an educated guess about how things happen, and it can be tested. ()
73. An app not opening is an example of a simple problem that never needs breaking down. ()
74. You do not need to take steps to solve a technical problem; the solution comes automatically. ()
75. Testing your hypothesis should be done carefully and safely. ()
76. Margins are the empty space around the edges of the poster. ()
77. Simple fonts are better than complicated or decorative fonts. ()
78. You must have Microsoft 365 on your device to access PowerPoint and Word. ()
79. Publisher is the best tool for creating professional posters. ()
80. It is better to use more than five colors in the design to make it attractive. ()
81. Margins prevent the poster from looking cramped or unappealing. ()
82. If you choose a complicated font, it will help your audience read easily. ()
83. The images used in the poster should match the content and be high-quality. ()
84. Microsoft PowerPoint is used to create attractive slides. ()
85. To access Microsoft 365, you need an updated digital device. ()
86. If the content is too close to the edges, the poster will look visually attractive. ()
87. Microsoft Word can also be used to design posters. ()
88. Microsoft Publisher is used only for writing simple text. ()
89. We do not need to consider the background color when choosing the font color. ()
90. The image in the poster should be unclear to encourage audience to focus on the text. ()
91. Everything we do in our daily life can be a series of steps called algorithms. ()
92. An algorithm is a set of steps that explains how to do a task. ()
93. Effectiveness means that every step in the algorithm should be applicable. ()
94. Algorithms help find the least relevant results in your search. ()
95. Following a recipe is a type of algorithm. ()
96. A good algorithm should continue forever without stopping. ()
97. There is no need to choose the right keywords when searching; the search engine will always find the results. ()
98. An algorithm can accept zero or more inputs. ()
99. Solving a math problem with an algorithm requires dividing the question into parts. ()
100. When cleaning a room, you can start by cleaning the floor before cleaning the dust. ()
101. When you enter unclear keywords, the search engine's algorithm is always accurate. ()
102. Search engines use a map database to give you directions to a place. ()



103. An algorithm is a set of random instructions. ()
104. Definiteness means that every step in the algorithm should be clear and accurate. ()
105. Computers and applications use algorithms to decorate the desktop. ()
106. Coding is writing multiple algorithms to create a complete program. ()
107. Algorithms are only used to solve math problems. ()
108. Movies and animations are not created using coding. ()
109. Mariam wants to learn how to code; she should visit the EKB website to practice. ()
110. Algorithms are the base of coding and are instructions given to a computer. ()
111. Coding helps you think randomly to solve problems. ()
112. You can create video games using coding. ()
113. Code.org is an example of websites that help you learn coding. ()
114. While solving a maze, giving the instruction "Turn one step to the left" is an example of a coding instruction. ()
115. Coding cannot be used to solve mazes or problems that need a series of steps. ()
116. You can create mazes on the Code.org website. ()
117. When you code, you give clear instructions to a computer program. ()
118. Coding does not help us think logically to solve problems. ()
119. A programmer is building a new application; he must use multiple algorithms to create a complete program. ()
120. Coding is a very difficult language and children cannot learn it. ()
121. Scratch uses text-based coding like Python. ()
122. Blocks in Scratch help students code without writing text commands. ()
123. Sprites in Scratch can move, talk, and make sounds. ()
124. If you want a sprite to move 100 steps, they should use a yellow block from the Events category. ()
125. Scripts are a group of connected blocks that give instructions to the Sprite. ()
126. You cannot change a sprite's look in Scratch. ()
127. The block "Wait 1 second" is in the Motion category. ()
128. The Blocks Area contains all the available commands. ()
129. The Stage is the area where you build the programming blocks. ()
130. You can run a Scratch project by clicking the green flag. ()
131. You cannot add new sounds in Scratch. ()
132. Scratch is suitable for teaching programming to children. ()
133. Tynker uses story-based lessons to teach coding. ()
134. Blockly allows users to drag and drop blocks to solve puzzles and complete tasks. ()
135. Paint is used to create drawings and edit pictures. ()
136. The process of selecting certain parts of a picture and removing the rest is called cropping. ()
137. Word cannot be used to add graphic elements like shapes. ()
138. To add text to a picture in Paint, you must create a free white space to write the text. ()
139. Popular programs for editing pictures and drawings exist only on mobile phones. ()



140. You can change the size or direction of a picture using Paint. ()
141. Icons and 3D Models are found under the "Design" menu in Microsoft Word. ()
142. You can access graphic design tools in Word from the Insert tab. ()
143. When you open Paint, you will find the available tools in the Menu Bar and Toolbox. ()
144. Algorithms are the main tools in Paint. ()
145. You cannot fill colors using the color options in Paint. ()



Q1: Choose the correct answer

1. What is the main goal of using digital technology?
 - a. To make life harder
 - b. To make tasks easier and help people**
 - c. To prevent communication between people
 - d. To waste time
2. Creative people use digital technology tools to find that benefit people.
 - a. problems
 - b. errors
 - c. difficulties
 - d. real solutions**
3. How can a digital application help people?
 - a. To sing to them
 - b. To obtain help from the right organization**
 - c. To buy clothes for them
 - d. To take them to school
4. Which example shows how technology made travel easier?
 - a. Going to the library
 - b. Booking airplane tickets online**
 - c. Playing in the park
 - d. Drawing on paper
5. Through the Internet, you can book tickets for
 - a. trains
 - b. airplanes
 - c. museums
 - d. all of them**
6. One benefit of websites is
 - a. making information available for everyone**
 - b. stopping people from talking to each other
 - c. making the weather hot
 - d. making shopping harder
7. What do we achieve when we use technology in a positive way?
 - a. We cause problems for others.
 - b. We help achieve success.**
 - c. We stop people from learning.
 - d. We make life harder.
8. The is considered a source where a wealth of information is available.
 - a. gaming app
 - b. music player
 - c. EKB website**
 - d. chat room
9. Which of these is a digital tool?
 - a. A paper book
 - b. A pencil
 - c. An app on a smartphone**
 - d. A paper magazine



10. Which financial problem can be solved using digital applications?
a. Difficulty cooking
b. Difficulty sleeping
c. Difficulty riding a bike
d. Difficulty paying bills
11. Technology helps people communicate better and build good
a. relationships
b. fences
c. barriers
d. enemies
12. What can we book tickets for online?
a. Visiting museums and historical places
b. Buying vegetables from the shop
c. Playing football
d. Swimming in the sea
13. Using technology in a positive way helps us become successful
a. gamers
b. digital citizens
c. hackers
d. viewers
14. How does technology help improve communication between people?
a. It stops people from talking.
b. It helps build good relationships and solve problems.
c. It makes communication harder.
d. It increases misunderstanding.
15. What is the benefit of applications designed to serve the community?
a. Wasting time and money
b. Making life harder
c. Helping communities grow and solve problems
d. Stopping people from helping each other
16. All of the following are benefits of technology, EXCEPT
a. easy access to services
b. solving problems
c. wasting time
d. improving communication
17. is the ability to use digital technology ethically, responsibly, and safely.
a. Digital footprint
b. Piracy
c. Digital citizenship
d. Programming
18. The things you do online that leave a trace are called
a. passwords
b. rights
c. responsibilities
d. digital footprint



19. One of the most important responsibilities online is
- a. sharing content immediately
 - b. respecting intellectual property and avoiding piracy**
 - c. not checking any sources
 - d. using content to hurt others
20. Digital footprint includes
- a. the websites you visit
 - b. the photos you post
 - c. the comments you write
 - d. all of them**
21. When interacting with others online, you should
- a. share your opinions in a rude way
 - b. ignore them
 - c. show positive behavior and be respectful**
 - d. ask for their personal information
22. As a digital citizen, you must balance your with spending time with family and friends.
- a. sleeping time
 - b. online time**
 - c. school time
 - d. sports time
23. What should you do when you find information for your research?
- a. Ignore the source.
 - b. Use it without asking.
 - c. Check, evaluate, and cite the sources.**
 - d. Share it immediately.
24. Illegal copying or stealing of protected content to sell it to others is called
- a. citizenship
 - b. responsibility
 - c. digital footprint
 - d. piracy**
25. What is one of your rights as a digital citizen?
- a. Stealing content from the Internet
 - b. Not having my digital footprint copied without permission**
 - c. Ignoring time with my family
 - d. Sharing other people's photos
26. To use the Internet safely, you should use passwords.
- a. weak
 - b. short
 - c. strong**
 - d. no
27. Using the Internet safely means
- a. using a simple password
 - b. visiting any random website
 - c. using updated software and strong passwords**
 - d. not watching your screen time



28. All of the following are digital rights, EXCEPT
a. committing piracy
b. safe access
c. protection
d. expressing opinions
29. When intellectual property rights are not respected, this is called
a. positive interaction
b. citing sources
c. piracy
d. a clean digital footprint
30. An example of responsible use of the Internet is
a. sharing your opinion
b. balancing Internet use with face-to-face communication
c. using technology only when needed
d. watching anything randomly
31. It is very important not to share your information or others' information online in a/an
a. responsible way
b. unsafe and irresponsible way
c. safe way
d. positive way
32. communication happens in real time and needs an instant response.
a. Asynchronous communication
b. Email
c. Synchronous communication
d. Regular mail
33. Video chats are an example of communication.
a. asynchronous communication
b. traditional communication
c. synchronous communication
d. recorded messages
34. The best way to send a formal message to your teacher or an official is
a. instant messaging
b. video chats
c. chat rooms
d. emails
35. Chat rooms are often used for
a. long personal talks
b. sending formal homework
c. discussing a specific school subject or idea
d. phone calls
36. communication does not require an instant response and can be replied to later.
a. Synchronous
b. Asynchronous
c. Live
d. Instant



37. To have a video chat, you need a device equipped with a
- a. camera
 - b. microphone
 - c. printer
 - d. both a and b**
38. Which of these tools does NOT need you and the recipient to be online at the same time?
- a. Instant messaging
 - b. Video chats
 - c. Email**
 - d. Live TV calls
39. is an example of synchronous communication where people see and hear each other.
- a. Email
 - b. Video chat**
 - c. Recorded video
 - d. Mail
40. What tool is needed for video chats?
- a. A voice recorder only
 - b. A fax machine
 - c. A device with a camera and microphone**
 - d. A pen and paper
41. Synchronous communication allows you to
- a. send a file and get a reply the next day
 - b. send a long formal message
 - c. exchange information and files between people without delay**
 - d. read educational articles
42. A mobile application is a program on your device that gives you direct access to
- a. cooking and recipes only
 - b. email, social media, and video chats**
 - c. paper school books
 - d. physical sports
43. Chat rooms usually focus on one particular
- a. subject**
 - b. person
 - c. device
 - d. country
44. Sending a digital file or a recorded educational program is an example of
- a. synchronous communication
 - b. asynchronous communication**
 - c. video chats
 - d. instant messaging



45. Asynchronous communication is better for sending and important files.
- a. large
 - b. small
 - c. fast
 - d. instant
46. Instant messaging (IM) is an example of
- a. synchronous communication
 - b. asynchronous communication
 - c. formal emails
 - d. slow messaging
47. All of the following are synchronous tools, EXCEPT
- a. video chats
 - b. instant messages
 - c. chat rooms
 - d. emails
48. To access the Internet, we use a browser, such as
- a. WhatsApp
 - b. Facebook
 - c. Google Chrome
 - d. Excel
49. A gives you direct access to programs like social media and video chats.
- a. mobile app
 - b. printer
 - c. screen
 - d. keyboard
50. If you are in a video chat with your classmates, you should mute the microphone when
- a. joining the call
 - b. leaving the call
 - c. it's another person's turn to talk
 - d. in the entire call
51. During a video chat, you should mute your when someone else is talking.
- a. camera
 - b. microphone
 - c. screen
 - d. speaker
52. Instant messaging is considered a/an communication tool.
- a. formal
 - b. informal
 - c. complicated
 - d. slow
53. Where do you write the email address of the email recipient?
- a. In the To box
 - b. In the CC box
 - c. In the Subject line
 - d. At the end of the message



54. If your camera is ON during a video chat, you must be properly
a. **dressed**
b. sleeping
c. drinking
d. eating
55. When writing an email, you should use
a. correct grammar
b. greetings and endings
c. emojis and slang
d. **both a and b**
56. During a video call, if the camera is on, make sure your is/are NOT in your background.
a. school books
b. personal information
c. home address
d. **both a and c**
57. What should you do if you want to join a video call?
a. Join directly.
b. Leave the room.
c. **Click on the link and wait to be let in.**
d. Turn off the camera immediately.
58. In an email, the recipient's address is written in the field.
a. Subject
b. **To**
c. From
d. Attach
59. In chat rooms, who can read your messages?
a. Only your teacher
b. Only you
c. **Anyone who has access to the chat room**
d. Only the person you sent the message to
60. Unlike instant messaging, are commonly used in formal situations like messaging a teacher.
a. video chats
b. chat rooms
c. **emails**
d. phone calls
61. What is the main purpose of using email?
a. **Formal situations**
b. Sending entertainment symbols
c. Quick and instant conversations
d. Sharing random videos
62. What should you do when using instant messaging?
a. Use very long and formal sentences.
b. Post information about others.
c. **Have good manners when dealing with others.**
d. Send large files without warning.



63. Which part should provide clear information about the content of the email?

- a. The "To" box
- b. The Subject line**
- c. The greeting
- d. The message body

64. All of the following are rules for video chats, EXCEPT

- a. being polite
- b. being properly dressed
- c. showing your address**
- d. muting the mic

65. Which of the following platforms is an example of online learning environments?

- a. Paint
- b. Email
- c. Edmodo**
- d. WhatsApp

66. To conduct science experiments in a safe and fun virtual environment, you can use

- a. Vlaby**
- b. EKB
- c. WhatsApp
- d. Mapmaker

67. All of the following can be provided by online learning environments, except

- a. advanced math lessons
- b. scientific experiments only
- c. various topics like animals, science, history, and geography
- d. writing files**

68. is a free online tool used for mapping, data collection, and research.

- a. Vlaby
- b. Interactive Mapmaker**
- c. Edmodo
- d. EKB

69. The main feature of the Vlaby platform is that it allows students to

- a. download school exams
- b. communicate with parents only
- c. conduct scientific experiments in an interactive environment**
- d. read paper books

70. Teachers can use Edmodo to upload virtual lessons, homework, and

- a. quizzes**
- b. physical books
- c. food
- d. toys

71. When looking for information online, you should always rely on sources.

- a. fake
- b. reliable**
- c. unknown
- d. personal



72. The Egyptian Knowledge Bank (EKB) is
a. an instant messaging app
b. a tool for drawing pictures only
c. the first digital library in Egypt that contains various sources
d. a program for playing games
73. What is the purpose of using the Interactive Mapmaker?
a. Online mapping and researching using data
b. Making video calls
c. Watching entertainment movies
d. Downloading math homeworks
74. What can teachers provide through learning environments like Edmodo?
a. Video games only
b. Virtual lessons, uploading exams, and assignments
c. Communicating with school principals only
d. Sending emails
75. What is the most important feature that the digital learning tools we use should have?
a. To be colorful
b. To contain pictures
c. To be reliable and safe
d. To be for teachers only
76. You can access topics, articles, and videos in the Egyptian Knowledge Bank by simply
a. sending an official request
b. clicking on the source
c. visiting the school
d. using an external app
77. Online learning environments allow communication between teachers and students
a. only when they are in the same place
b. regardless of where they are
c. via a landline phone
d. at specific times in the morning only
78. The Vlaby platform is classified as a platform that allows students to
a. watch pictures only
b. interact with scientific content
c. read texts only
d. instant message
79. Interactive Mapmaker is a tool that works on
a. tablets
b. laptops
c. both a and b
d. none of them
80. All of the following are reliable online learning sources, EXCEPT
a. EKB
b. Vlaby
c. Edmodo
d. unverified blogs



81. What is the first step you should take before starting any digital research?
- a. Start searching immediately
 - b. Planning, choosing the topic, and focusing**
 - c. Printing the report
 - d. Writing the conclusion
82. sources are written and verified by experts and have no spelling mistakes.
- a. Reliable**
 - b. Unreliable
 - c. Personal
 - d. Hacked
83. What is the organized set of notes that helps you arrange your ideas for a report?
- a. Detailed report
 - b. Reliable source
 - c. Outline**
 - d. Final conclusion
84. All of the following are unreliable sources, EXCEPT
- a. Facebook
 - b. blogs
 - c. Wiki pages
 - d. published articles**
85. The information found on social media sites is considered
- a. reliable
 - b. accurate
 - c. unreliable**
 - d. professional
86. What should you write in your notes when you use a reliable source?
- a. Detailed, accurate notes
 - b. Crediting the sources
 - c. Your personal opinion only
 - d. Both a and b**
87. Planning before conducting a digital search helps you make sure your information is
- a. fake
 - b. correct and reliable**
 - c. long
 - d. difficult
88. Which part of an outline presents the ideas and information you found in the research?
- a. Introduction
 - b. Supporting paragraphs**
 - c. Conclusion
 - d. Subject line
89. A digital search can include many types of sources, such as
- a. text
 - b. videos
 - c. images
 - d. all of them**



90. A digital research can include non-text sources such as
a. paper books
b. videos and audio recordings
c. regular mail letters
d. outlines only
91. In which way should reliable sources be written?
a. Professional, careful
b. Without grammar errors
c. Informal
d. Both a and b
92. What should be focused on in the introduction when writing a report?
a. Final research results
b. Briefly presenting the report topic
c. Unreliable sources
d. Final conclusion
93. Using an helps you present the information in your report in a logical way.
a. outline
b. image
c. audio
d. error
94. The part of your report introduces the topic you are researching.
a. introduction
b. conclusion
c. attachment
d. footnote
95. The provides final thoughts and explains what you learned from your research.
a. introduction
b. supporting paragraph
c. conclusion
d. outline
96. In your report, the present the details and information you found about the topic.
a. greetings
b. titles
c. supporting paragraphs
d. endings
97. What should you do when you find information before using it?
a. Start writing immediately.
b. Evaluate it and make sure it is reliable.
c. Post it on social media.
d. Mention your personal opinion only.
98. Which of the following should you ask to find valid sources for your research?
a. A friend who doesn't know the topic
b. An online blogger
c. Your teacher or the school librarian
d. A commercial advertisement



99. An educated guess about how a problem happens is called _____.
a. the final solution
b. an experiment
c. a hypothesis
d. a partial problem
100. The best strategy when a technology problem is very complex is to _____.
a. ignore it and look for another problem
b. break it into small parts and solve gradually
c. start solving without thinking
d. ask anyone randomly for help
101. The purpose of testing a hypothesis is _____.
a. to prove you are always right
b. to know if the hypothesis failed and learn from your mistakes
c. to put the device at risk
d. to make the problem bigger
102. When you have a big task, how do you make it easier?
a. Leave it as it is.
b. Break it into smaller tasks.
c. Ask someone else to solve it completely.
d. Get distracted.
103. Rodina tries to open an app, but it won't work properly. She thought the app might need an update. Rodina's thought about the update is known as _____.
a. breaking down the problem
b. data collection
c. a final result
d. constructing a hypothesis
104. If your hypothesis test fails, what is the most important thing to learn?
a. Never make another hypothesis.
b. That you cannot solve the problem.
c. What went wrong and how it helps you build a better hypothesis.
d. That the problem is unsolvable.
105. Yassin's printer is not working. He thinks a piece of paper might be stuck inside. He plans to open the printer carefully and check. What is Yassin doing by checking the tray safely?
a. Constructing a hypothesis
b. Testing the hypothesis
c. Learning from his mistakes
d. Making the problem more complicated
106. What should you avoid when testing your hypothesis?
a. Building a new hypothesis
b. Doing tests that may put the device at risk
c. Dividing the problem
d. Asking the teacher for help



107. Ahmed plays a game on his tablet which is slow. He restarts the tablet, but the tablet is still slow. He said, "Now I know restarting didn't help. Maybe the tablet memory is full." What is Ahmed doing?
- a. Learning from his mistakes
 - b. Creating a successful hypothesis
 - c. Breaking down the problem
 - d. Asking for help
108. When organizing a trip, deciding the destination represents _____.
- a. the hypothesis
 - b. the big problem
 - c. a small part of the problem
 - d. the final step
109. Adam is writing a program, and it has an error. He is stuck and does not know what to do next, what should Adam do?
- a. Delete the whole program.
 - b. Ask his teacher for help.
 - c. Keep making the same mistake.
 - d. Close the computer and walk away.
110. What should you do when facing a complex technology problem?
- a. Try to solve it by yourself only.
 - b. Ask the teacher or specialists for help.
 - c. Give up on the problem.
 - d. Ask the computer for help.
111. When solving a big problem in a group, how can you organize the work?
- a. Everyone works on the same part.
 - b. Assign a small part to each person to solve.
 - c. No one participates.
 - d. One person solves everything.
112. Solving problems requires _____.
- a. randomness
 - b. taking steps to think about the problem and solving it
 - c. wasting time
 - d. reading novels
113. Which tool is considered the best for designing a digital poster or advertisement board?
- a. Microsoft Word
 - b. Microsoft PowerPoint
 - c. Microsoft Publisher
 - d. Mobile app
114. To write text and create simple posters, you can use _____.
- a. Microsoft Publisher
 - b. Microsoft Word
 - c. Microsoft PowerPoint
 - d. both a and b
115. What is the name of the empty space around the edges of the poster?
- a. Contrast
 - b. Colors
 - c. Margins
 - d. Font type



116. The _____ bundle offers excellent options for designing posters like PowerPoint and Word.
- a. **Microsoft 365**
 - b. Windows 10
 - c. Google
 - d. Android
117. What is the maximum number of colors recommended for a single poster?
- a. Five colors
 - b. **Less than three colors**
 - c. Ten colors
 - d. Only one color
118. When designing a poster, it is recommended to keep a fixed margin of _____.
- a. 1.5 cm
 - b. **2.5 cm**
 - c. 3.5 cm
 - d. 5 cm
119. If the font you use in the poster is complicated, it _____.
- a. strongly attracts the attention
 - b. **distracts and makes it hard to read**
 - c. increases the image quality
 - d. makes it easy for viewers to read
120. _____ is/are used to create attractive slides easily and quickly.
- a. **Microsoft PowerPoint**
 - b. Microsoft Word
 - c. Microsoft 365
 - d. All of them
121. When using images in posters, the images should be _____.
- a. clear
 - b. high-quality
 - c. relevant to the topic
 - d. **all of them**
122. It's preferable not to add more than _____ colors in your digital poster.
- a. five
 - b. four
 - c. **three**
 - d. two
123. The Word processor (Word) is part of which software package?
- a. Google Drive
 - b. **Microsoft 365**
 - c. Adobe Suite
 - d. Vlab
124. What is the visual problem if you add content too close to the edges of the poster?
- a. The poster will look well-designed.
 - b. **The poster will look crowded and lack proper margins.**
 - c. It will increase the quality of the poster.
 - d. It will make reading easier.



125. You should check if your computer _____ before installing Microsoft 365 programs.
- a. is very old
 - b. is not connected to the Internet
 - c. is updated to run the program
 - d. has very small storage
126. When choosing colors, you should consider the color of _____.
- a. your computer
 - b. your font
 - c. your background
 - d. the mouse
127. In general, when choosing a font in a design, it should reflect _____.
- a. complexity
 - b. ambiguity
 - c. simplicity
 - d. excessive details
128. _____ is the series of steps that explains how to do a task.
- a. Keyword
 - b. Digital search
 - c. Algorithm
 - d. Database
129. Every time you type _____ in a search engine, the engine uses algorithms to provide results.
- a. keywords
 - b. numbers
 - c. images
 - d. emails
130. A search engine uses _____ to find the most relevant results for your search.
- a. recipes
 - b. typing mistakes
 - c. only images
 - d. algorithms
131. _____ means that the algorithm should stop after a limited number of steps.
- a. Effectiveness
 - b. Input
 - c. Finiteness
 - d. Definiteness
132. When solving a word problem in math, what is usually required?
- a. Ignoring the question
 - b. Dividing the question into parts and follow a set of steps
 - c. Using only one word
 - d. Asking for help without trying
133. In the algorithm, to add two numbers, the step " $C = A + B$ " is used to _____.
- a. enter numbers
 - b. calculate the sum
 - c. show the result
 - d. stop the steps



134. If you use a search engine to get directions to a place, the engine will use _____.
a. your personal items
b. a database of names and information from digital maps
c. math questions
d. recipes
135. Every step in a good algorithm should be clear and not confusing; this feature is called _____.
a. definiteness
b. effectiveness
c. output
d. finiteness
136. What should you do to tell the search engine what task you want it to perform?
a. Turn off the computer.
b. Prepare a meal.
c. Clean your room.
d. Enter the keywords.
137. An algorithm should produce at least one _____, which is the solution.
a. input
b. keyword
c. output
d. step
138. What happens if your keywords are not clear enough?
a. The search engine's algorithm will be very accurate.
b. The room will be cleaner.
c. The search engine's algorithm may not give accurate results.
d. The computer will stop working.
139. A recipe to make a meal (like a falafel sandwich) is an example of _____.
a. a complicated problem
b. a random result
c. an algorithm
d. a disorganized random process
140. You should choose _____ carefully when searching for information.
a. the color of the notebook
b. the correct keywords for your search
c. your bedtime
d. the furniture in the room
141. What is the first step in an algorithm to clean a room?
a. Clean the floor.
b. Clean the dust.
c. Wipe the surfaces.
d. Leave the room.
142. Computers and applications use algorithms to _____.
a. perform specific tasks
b. decorate the room
c. cook food
d. send spam messages



143. The process of writing multiple algorithms to create a complete program is called _____.

- a. math
- b. coding**
- c. cleaning
- d. planning

144. _____ are created using coding.

- a. Animations
- b. Movies
- c. Online games
- d. All of them**

145. Coding teaches you how to think _____ to solve problems.

- a. fast
- b. logically**
- c. randomly
- d. slowly

146. Coding helps us learn an important strategy to solve _____.

- a. random puzzles
- b. food recipes
- c. problems**
- d. unsolvable mazes

147. The instructions and steps that tell the computer what to do is called _____.

- a. helper programs
- b. computer language
- c. algorithms**
- d. secret code

148. Which of the following is NOT an example of algorithms?

- a. Solving a math problem
- b. Making a falafel sandwich
- c. Playing football**
- d. Following steps

149. The computer language is called _____.

- a. maze
- b. animation
- c. recipe
- d. coding**

150. Which website can help you learn coding?

- a. Facebook
- b. Code.org**
- c. Google Maps
- d. Microsoft Word

151. When solving a maze, coding requires thinking about _____.

- a. random paths
- b. a series of steps to pass the maze**
- c. leaving without following steps
- d. turning off the computer



152. What does the term "Coding" mean?

- a. Reading
- b. Handwriting
- c. Programming**
- d. Painting

153. When computers use algorithms, they perform _____.

- a. any task
- b. specific tasks**
- c. random actions
- d. sleeping

154. You should give _____ to the computer program to solve a maze.

- a. your personal notes
- b. pictures from the Internet
- c. instructions on how to solve**
- d. food recipes

155. Coding is the writing of _____ algorithm(s) to make a complete program.

- a. a single
- b. two
- c. multiple**
- d. none of them

156. Coding is the computer language that allows us to _____.

- a. destroy games
- b. create and design games and movies**
- c. stop devices from working
- d. send emails only

157. Hamza wants to create a cartoon movie. He should learn _____.

- a. math
- b. coding**
- c. browser
- d. music

158. Scratch uses _____ instead of writing complex text codes.

- a. complex codes
- b. blocks**
- c. math formulas
- d. drop-down menu

159. In Scratch, the characters or objects that perform actions on the screen are called _____.

- a. Sprites**
- b. Scripts
- c. Stages
- d. Blocks

160. On which part of the Scratch screen can you view the output of your project?

- a. Scripts Area
- b. Blocks Area
- c. Stage Area**
- d. Sprite Library



161. What is the term for a group of connected blocks that give commands to a sprite?

- a. Script**
- b. Block
- c. Sprite
- d. Command

162. What is the function of the block "Next Costume" in Scratch?

- a. Move the sprite 10 steps.
- b. Play the "meow" sound.
- c. Change the sprite's look to make it appear like it is walking.**
- d. Show a text message.

163. Which block-based coding application also supports text-based languages like Python and JavaScript?

- a. Scratch
- b. Tynker**
- c. Daisy the Dinosaur
- d. Blockly

164. In which category of blocks can you find the block "Move 10 Steps"?

- a. Events (yellow)
- b. Sound (pink)
- c. Looks (purple)
- d. Motion (blue)**

165. What is the default sprite that appears when opening Scratch?

- a. Soccer Ball
- b. Wizard
- c. Cat Sprite**
- d. Horse

166. Which blocks category contains the block "When Green Flag Clicked," which represents the start block?

- a. Looks
- b. Control
- c. Sound
- d. Events**

167. Which of the following is an open-source visual programming language and can be integrated with other languages like Python?

- a. Movie Maker
- b. Blockly**
- c. Daisy the Dinosaur
- d. Paint

168. You can run the Scratch program _____.

- a. by downloading it
- b. online via a website
- c. only on mobile phones
- d. both a and b**

169. Creating and editing digital pictures and drawings is called _____.

- a. Word Processing
- b. networking
- c. programming
- d. graphic art**



170. To open the Paint program, you should click the Start-up menu, then _____.
a. Microsoft Word
b. SmartArt
c. Accessories
d. Icons
171. Ahmed wants to keep only a specific part of a photo and delete the rest. He should use the _____ feature in Paint.
a. cropping
b. 3D models
c. adding text
d. shapes
172. In Microsoft Paint, the _____ contains all the tools you need to draw and color.
a. Menu Bar
b. Toolbox
c. Start-up menu
d. Status Bar
173. Yara wants to add her name on a drawing; she should first click on the _____ of the photo.
a. top-left corner
b. center
c. top-right corner
d. bottom-right corner
174. _____ is a popular program used to edit pictures and drawings.
a. Publisher
b. Microsoft Paint
c. Google Chrome
d. Excel
175. _____ means selecting specific parts of a picture and deleting the rest.
a. Coloring
b. Cropping
c. Inserting
d. Erasing
176. All of the following are graphic tools found in the Microsoft Word "Insert" menu, EXCEPT _____.
a. 3D Models
b. SmartArt
c. Accessories
d. Icons
177. Where can you find graphic tools like shapes and icons in Word?
a. In the Menu Bar
b. In the Start Menu
c. In the File tab
d. In the Insert Menu Bar
178. When you open Paint, where can you find the available editing tools?
a. Menu Bar
b. Toolbox
c. Settings
d. Both a and b



179. To add text in Paint, you should drag the _____.

- a. close button
- b. mouse pointer to the right**
- c. Menu Bar
- d. whole picture

180. Paint program is one of the _____.

- a. internet browsers
- b. video games
- c. Accessories in the Start menu**
- d. search engines

181. Word can help design graphic elements like _____.

- a. emails
- b. map databases
- c. shapes and charts**
- d. video calls

182. What can you change in a picture using Paint?

- a. The whole picture theme
- b. The size or direction**
- c. The computer settings
- d. The designer's name

183. To open Paint, you search for it in the _____.

- a. Tools
- b. Start-up menu**
- c. Files
- d. Presentations

184. Graphic art is a field that focuses on _____.

- a. writing long texts
- b. creating and editing digital pictures and drawings**
- c. sending emails
- d. solving math problems

Q2: Put (✓) or (X)

- 1. Digital tools can be used to find solutions to daily problems. () **True**
- 2. Technology makes paying bills more difficult. () **False**
- 3. We can use applications to get help from the right organizations. () **True**
- 4. Booking airplane tickets cannot be done online. () **False**
- 5. Digital tools make booking museum tickets easier. () **True**
- 6. Creative people use digital tools to design useless applications. () **False**
- 7. Technology always harms people and never helps them. () **False**
- 8. Technology is useful for designing websites and applications. () **True**
- 9. Good communication helps people build good relationships. () **True**
- 10. Using technology positively helps communities grow and progress. () **True**
- 11. Information became harder to get because of the Internet. () **False**
- 12. Communities can benefit from digital solutions. () **True**
- 13. A wealth of information is available on the EKB website. () **True**
- 14. EKB stands for Egyptian Knowledge Bank. () **True**



15. Digital tools make daily tasks easier for us. () **True**
16. You can't book a ticket to visit the Grand Egyptian Museum online. () **False**
17. A digital footprint is everything you do on the Internet; it is important to have a positive footprint. () **True**
18. Digital citizens only use the Internet for playing games. () **False**
19. Digital citizenship is only knowing how to use a computer. () **False**
20. You have the right to ask for protection against piracy for videos you have created. () **True**
21. Digital citizenship means using technology in an unethical and unsafe way. () **False**
22. It is not important if you use a weak password as long as you do not share it. () **False**
23. Piracy means copying someone else's content to share or sell it. () **True**
24. It is okay to share other people's videos without their permission. () **False**
25. You do not need to check or cite sources you find on the Internet because all of them are correct. () **False**
26. A good digital citizen balances Internet use with real-life social activities. () **True**
27. Synchronous communication happens in real time and needs a quick response. () **True**
28. You cannot use email to talk to your teacher about a school project. () **False**
29. Email is an example of asynchronous communication. () **True**
30. Synchronous communication is like face-to-face communication but online. () **True**
31. In synchronous communication, both people must be online at the same time. () **True**
32. Synchronous communication is suitable for discussing school topics quickly. () **True**
33. An email requires an instant response from the person receiving it. () **False**
34. During a video call, you should behave as if you are in a public place. () **True**
35. Instant messaging is a formal tool where you must use full sentences. () **False**
36. Make sure your background does not show personal information during video chats. () **True**
37. An email must include polite greetings and endings. () **True**
38. Leave the camera on even if you are not wearing appropriate clothes. () **False**
39. In chat rooms, you should always be polite, helpful, and positive. () **True**
40. Anyone in a chat room can read the messages you type and send. () **True**
41. Email is suitable for messaging your teacher or school manager. () **True**
42. It is polite to leave your microphone on while others are speaking in a video chat. () **False**
43. It is important to mute your microphone when you are not talking during a video call. () **True**
44. You can use emojis and pictures in instant messages. () **True**
45. The "To" box in an email is for writing the subject of the message. () **False**
46. Email is the best tool for casual, fun chatting with friends. () **False**
47. In chat rooms, your message is private and only seen by the receiver. () **False**
48. Using correct grammar is an important rule when writing an email. () **True**
49. It is important to make sure that email attachments are safe and accurate. () **True**



50. Online learning environments allow teachers to provide virtual lessons for students. **True**
51. Learning today is limited only to the physical classroom. **False**
52. The Egyptian Knowledge Bank (EKB) is considered an online learning environment not a learning source. **False**
53. Vlab is a platform that allows students to conduct scientific experiments in an interactive environment. **True**
54. Interactive Mapmaker provides tools for online mapping and data collection. **True**
55. Reliable online sources are not important for research and data collection. **False**
56. You should start your digital research by planning the topic and focusing on it. **True**
57. Reliable sources are those that provide information written professionally and free of spelling errors. **True**
58. Planning helps you collect reliable and accurate information. **True**
59. The conclusion in a report presents the report topic in detail. **False**
60. Unreliable sources are often full of opinions, errors, and even lies. **True**
61. ICT problems become easier when we break them into small parts. () **True**
62. A hypothesis is the final solution to how the problem happened. () **False**
63. You should always try to solve technical problems by yourself without asking for help. () **False**
64. Logical thinking steps are necessary to understand and fix technology problems. () **True**
65. The problem-solving procedures can be applied to real-life problems, not just technology problems. () **True**
66. Testing the hypothesis should not include any risk to the device you are using. () **True**
67. If a test fails, you haven't learned anything useful. () **False**
68. The teacher can help in organizing and solving big tasks and problems. () **True**
69. When a hypothesis test fails, you should feel frustrated and stop trying. () **False**
70. Logical thinking steps are only needed for complicated problems, not daily life tasks. () **False**
71. If you solve a problem in a group, each person should solve a small part of the problem. () **True**
72. A hypothesis is an educated guess about how things happen, and it can be tested. () **True**
73. An app not opening is an example of a simple problem that never needs breaking down. () **False**
74. You do not need to take steps to solve a technical problem; the solution comes automatically. () **False**
75. Testing your hypothesis should be done carefully and safely. () **True**
76. Margins are the empty space around the edges of the poster. () **True**
77. Simple fonts are better than complicated or decorative fonts. () **True**
78. You must have Microsoft 365 on your device to access PowerPoint and Word. () **True**
79. Publisher is the best tool for creating professional posters. () **True**
80. It is better to use more than five colors in the design to make it attractive. () **False**



81. Margins prevent the poster from looking cramped or unappealing. () **True**
82. If you choose a complicated font, it will help your audience read easily. () **False**
83. The images used in the poster should match the content and be high-quality. () **True**
84. Microsoft PowerPoint is used to create attractive slides. () **True**
85. To access Microsoft 365, you need an updated digital device. () **True**
86. If the content is too close to the edges, the poster will look visually attractive. () **False**
87. Microsoft Word can also be used to design posters. () **True**
88. Microsoft Publisher is used only for writing simple text. () **False**
89. We do not need to consider the background color when choosing the font color. () **False**
90. The image in the poster should be unclear to encourage audience to focus on the text. () **False**
91. Everything we do in our daily life can be a series of steps called algorithms. () **True**
92. An algorithm is a set of steps that explains how to do a task. () **True**
93. Effectiveness means that every step in the algorithm should be applicable. () **True**
94. Algorithms help find the least relevant results in your search. () **False**
95. Following a recipe is a type of algorithm. () **True**
96. A good algorithm should continue forever without stopping. () **False**
97. There is no need to choose the right keywords when searching; the search engine will always find the results. () **False**
98. An algorithm can accept zero or more inputs. () **True**
99. Solving a math problem with an algorithm requires dividing the question into parts. () **True**
100. When cleaning a room, you can start by cleaning the floor before cleaning the dust. () **False**
101. When you enter unclear keywords, the search engine's algorithm is always accurate. () **False**
102. Search engines use a map database to give you directions to a place. () **True**
103. An algorithm is a set of random instructions. () **False**
104. Definiteness means that every step in the algorithm should be clear and accurate. () **True**
105. Computers and applications use algorithms to decorate the desktop. () **False**
106. Coding is writing multiple algorithms to create a complete program. () **True**
107. Algorithms are only used to solve math problems. () **False**
108. Movies and animations are not created using coding. () **False**
109. Mariam wants to learn how to code; she should visit the EKB website to practice. () **False**
110. Algorithms are the base of coding and are instructions given to a computer. () **True**
111. Coding helps you think randomly to solve problems. () **False**
112. You can create video games using coding. () **True**
113. Code.org is an example of websites that help you learn coding. () **True**
114. While solving a maze, giving the instruction "Turn one step to the left" is an example of a coding instruction. () **True**



115. Coding cannot be used to solve mazes or problems that need a series of steps. () **False**
116. You can create mazes on the Code.org website. () **True**
117. When you code, you give clear instructions to a computer program. () **True**
118. Coding does not help us think logically to solve problems. () **False**
119. A programmer is building a new application; he must use multiple algorithms to create a complete program. () **True**
120. Coding is a very difficult language and children cannot learn it. () **False**
121. Scratch uses text-based coding like Python. () **False**
122. Blocks in Scratch help students code without writing text commands. () **True**
123. Sprites in Scratch can move, talk, and make sounds. () **True**
124. If you want a sprite to move 100 steps, they should use a yellow block from the Events category. () **False**
125. Scripts are a group of connected blocks that give instructions to the Sprite. () **True**
126. You cannot change a sprite's look in Scratch. () **False**
127. The block "Wait 1 second" is in the Motion category. () **False**
128. The Blocks Area contains all the available commands. () **True**
129. The Stage is the area where you build the programming blocks. () **False**
130. You can run a Scratch project by clicking the green flag. () **True**
131. You cannot add new sounds in Scratch. () **False**
132. Scratch is suitable for teaching programming to children. () **True**
133. Tynker uses story-based lessons to teach coding. () **True**
134. Blockly allows users to drag and drop blocks to solve puzzles and complete tasks. () **True**
135. Paint is used to create drawings and edit pictures. () **True**
136. The process of selecting certain parts of a picture and removing the rest is called cropping. () **True**
137. Word cannot be used to add graphic elements like shapes. () **False**
138. To add text to a picture in Paint, you must create a free white space to write the text. () **True**
139. Popular programs for editing pictures and drawings exist only on mobile phones. () **False**
140. You can change the size or direction of a picture using Paint. () **True**
141. Icons and 3D Models are found under the "Design" menu in Microsoft Word. () **False**
142. You can access graphic design tools in Word from the Insert tab. () **True**
143. When you open Paint, you will find the available tools in the Menu Bar and Toolbox. () **True**
144. Algorithms are the main tools in Paint. () **False**
145. You cannot fill colors using the color options in Paint. () **False**

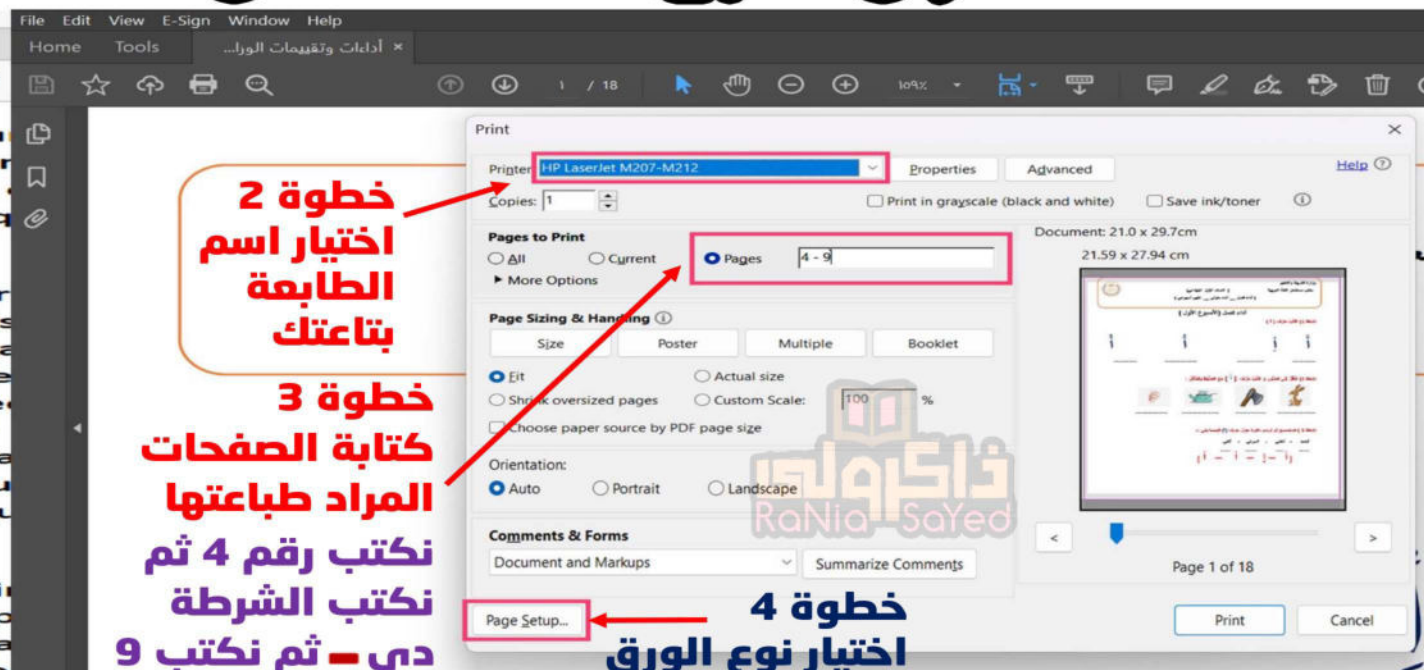


كيفية طباعة صفحات معينة من ملف معين

مثلا ازاي نطبع الصفحات من صفحة 4 الى صفحة 9



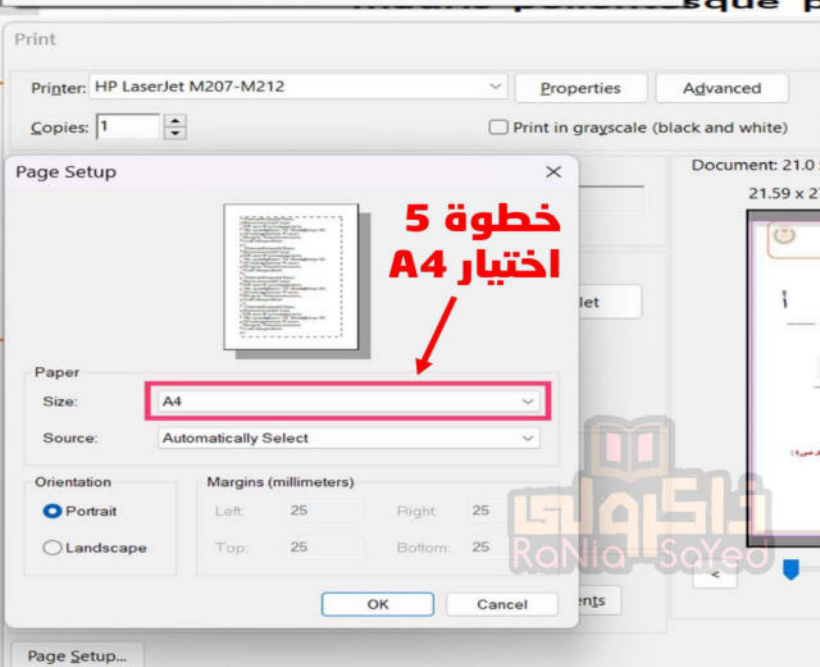
خطوة 1



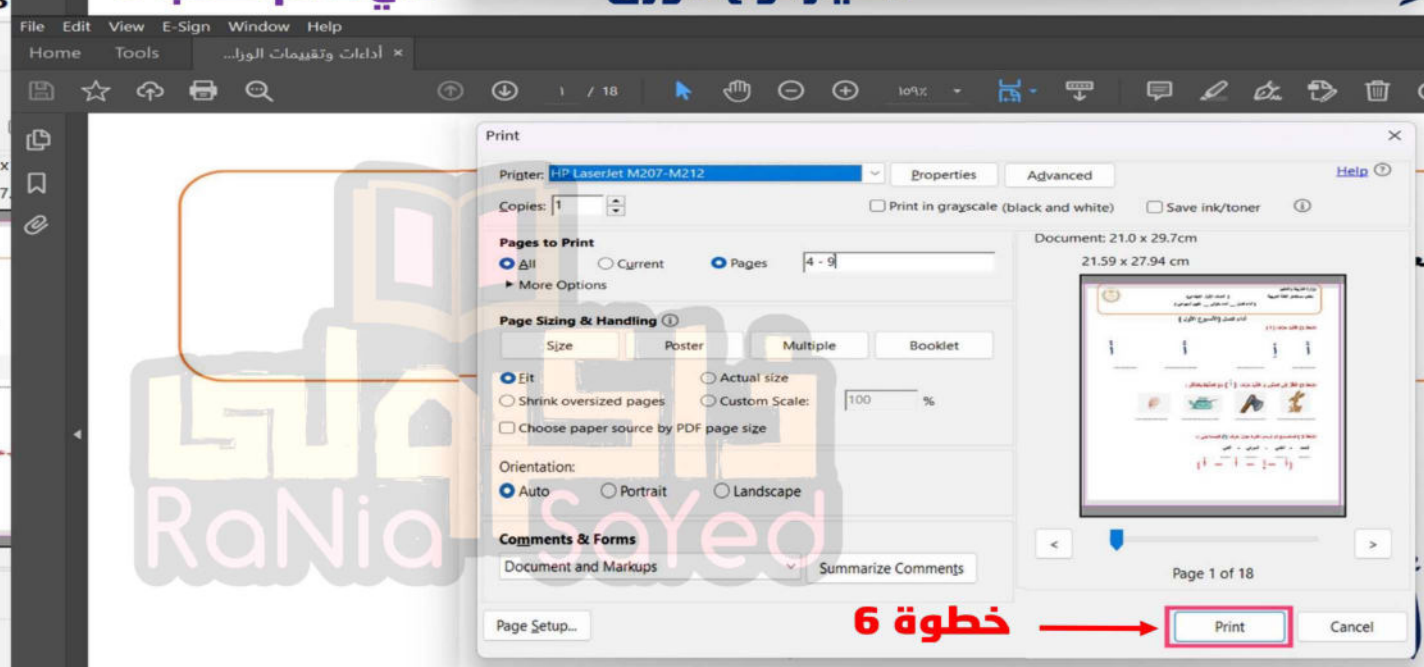
خطوة 2
اختيار اسم
الطابعة
بتاعتك

خطوة 3
كتابة الصفحات
المراد طباعتها
نكتب رقم 4 ثم
نكتب الشرطة
دي - ثم نكتب 9

خطوة 4
اختيار نوع الورق



خطوة 5
اختيار A4



خطوة 6